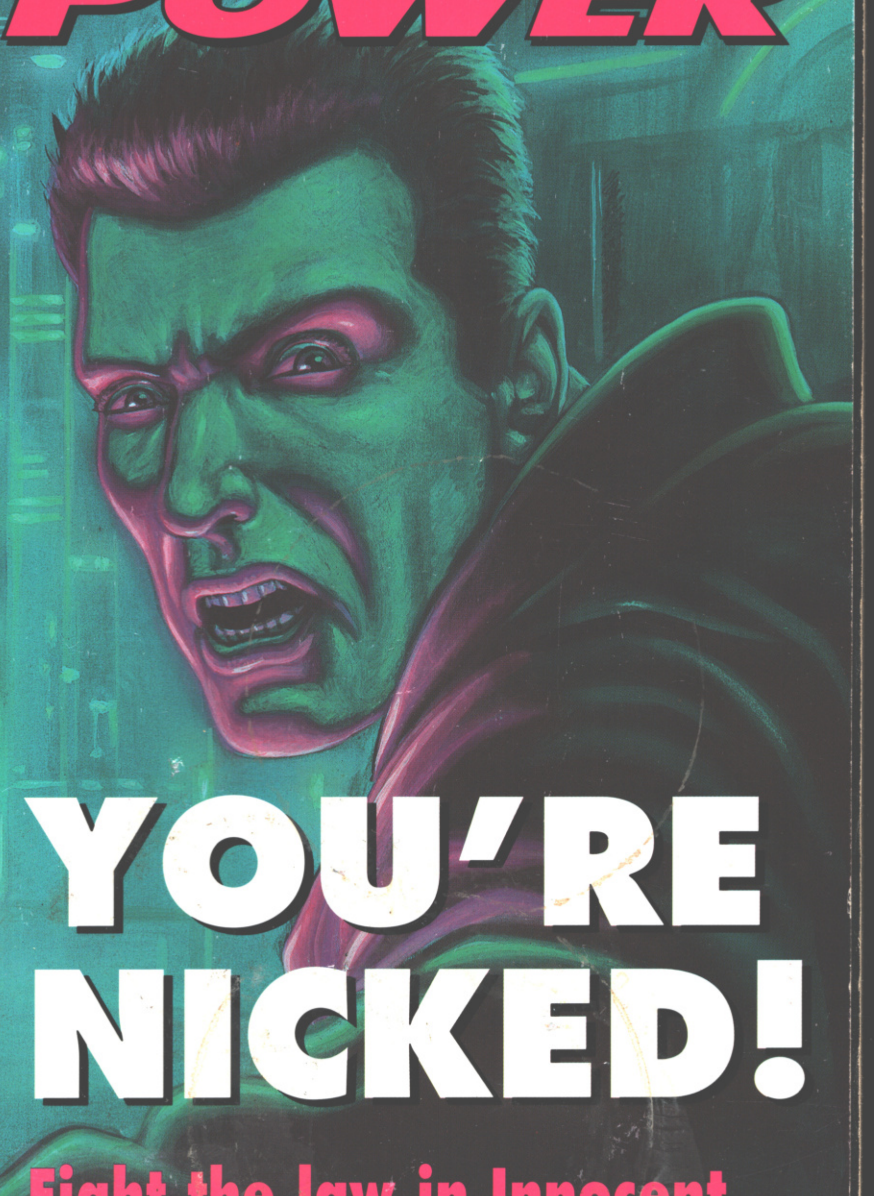
DON'T BUY AN AMIGA GAME UNTIL YOU'VE READ THIS

AMIGA POWER

A MAGAZINE WITH *ATTITUDE*



Want to double your game playing fun? We show you!

Reviewed: Tornado, Dangerous Streets, Ryder Cup Golf, Maelstrom, Pirates Gold and more

Cannon Fodder – the best playing guide you'll ever read!

YOU'RE NICKED!

Fight the law in Innocent Until Caught – review inside

YOURS WITH ISSUE 35 OF AMIGA POWER

3 GAMES ON THIS DISK

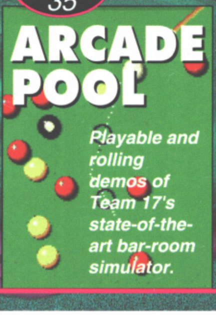
STATIX

There's never been a Columns game balanced on a seesaw - until now!

AMIGA POWER

disk 35

ARCADE POOL



Playable and rolling demos of Team 17's state-of-the-art bar-room simulator.

TETRIS PRO

The finest Amiga version of Tetris yet - with a twist!

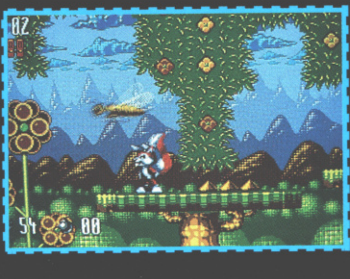
Future PUBLISHING
Your guarantee of value

03
9 770961 731046

ISSUE 35 £3.50 MARCH 1994

ISSUE 35

GRA
YOU
NUT



AVAILABLE FOR
CBM AMIGA

OCEAN SOFTWARE LIMITED · CASTLEFIELD · MANCHESTER · M3 4LZ
TELEPHONE: 061 832 6633 · FAX: 061 834 0650

THIS IS AMIGA POWER

AMIGA POWER

ISSUE 35 MARCH 1994

DEPUTY EDITOR
Stuart Campbell

PRODUCTION EDITOR
Steve Faragher

REVIEWS EDITOR
Cam Winstanley

STAFF WRITER
Steve McGill

BLIMEY, IS IT 11 O'CLOCK ALREADY?
Chris Lloyd

ART EDITOR
Sal Meddings

ART ASSISTANT
Lisa Kellett

AD MANAGER
Gail Blincow

INNOCENT UNTIL CAUGHT
Michael Jackson

GROUP PRODUCTION MANAGER
Judith Middleton

PRODUCTION CONTROLLER
Claire Thomas

PRODUCTION CO-ORDINATOR
Tracy O'Donnell

PRODUCTION CONTROL ASSISTANT
Megan Doole

PAPER CONTROLLER
Fiona Deane

ADMIN ASSISTANT
Suzannah Angelo-Sparling

AD DESIGN
Michelle Trewavas

DINNER DINNER DINNER DINNER
Batman

PUBLISHER
Colin The Publisher

MANAGING DIRECTOR
Greg Ingham

PROMOTIONS ASSISTANT
Tamara Ward

CIRCULATION DIRECTOR
Sue Hartley

CHIEF EXECUTIVE
Chris Anderson

CONTRIBUTORS: **Rich Pelley, Dave Golder, Dave Green.**

LINO & SCANNING: **Simon Chittenden, Jon Moore, Chris Stocker, Simon Windsor, Jason Titley, Mark Gover**

COVERDISK: **Grants Computing**

PHOTOS: **Rob Scott, Pete Canning.**

EDITORIAL & ADVERTISING
Amiga Power,
Future Publishing Ltd,
30 Monmouth Street,
Bath BA1 2BW
Tel 0225 442244
Fax 0225 446019

SUBSCRIPTIONS
Cary Court, Somerton, Somerset
TA11 6TB Tel 0458 274011

AMIGA POWER IS PRINTED IN THE UK

A member of the Audit Bureau of Circulations
Registered circulation
ABC **54,182**
Jan – June 1993

"April, April, laugh thy girlish laughter;
Then, the moment after;
Weep thy girlish tears" Sir William Watson

© **Future Publishing 1994**

10 TRUE STORIES The CD32 goes from strength to strength, with the release of the Full Motion Video module. Plus some entirely gratuitous product endorsement.

13 THE GALLUP CHARTS *Cannon Fodder* digs in at No.1.

16 THE SHAPE OF THINGS ETC It's a 3D kind of month in the previews section, with *Zeewolf*, *Heimdall 2*, *Legacy Of Sorasil* and (natch) more.

50 WIN YET ANOTHER CD32! We might not have one ourselves, but we're not scared to go giving other peoples' away. This month, MicroProse stump up to celebrate *Pirates! Gold*.

52 SUBSCRIBE! PLEASE? Oh, go on. You get a free game and everything. It's a bargain. Honest.

54 COMPLETE CONTROL Featuring the usual tips and cheats, The Last Resort, and a mammoth four-page *Cannon Fodder* special!

64 THE SECRET GARDEN Reader classified ads, basically.

68 IN THE STYLE OF GALLERY The second in our irregular round-ups of, for want of a better phrase, readers' art. But it's actually quite good.

72 SERIAL KILLERS Something of a first for AMIGA POWER this month – a hardware feature (eek!). It's about playing games with a null-modem link cable, and it's great.

80 HI HO SILVER LINING The CD32 update pages that don't actually have a CD32. How do we do it?

87 PUBLIC DOMAIN Almost time to wave bye-bye to cuddly Uncle Dave, kids. Sniff.

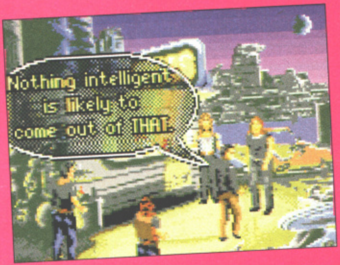
83 DO THE WRITE THING The letters pages. Alright?

91 THE BOTTOM LINE The original and still the best.

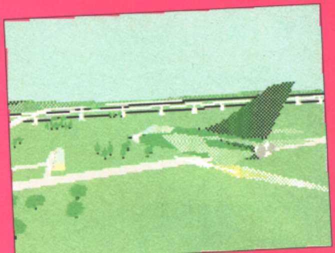
96 BACK ISSUES/MAIL ORDER Fill in your gaps, missus.

98 WISH YOU WERE HERE Another beautiful and enticing postcard from an exotic and glamorous faraway location. On your Amiga.

GAMES OF THE MO



INNOCENT UNTIL CAUGHT
Point-and-click adventuring antics from Psygnosis.
Page 26



TORNADO
(That was a bit of a dull caption, wasn't it? – Ed)
Page 30

RYDER CUP GOLF
(It wouldn't hurt to be a bit more exciting, surely? – Ed)
Page 38

MEGA MOTION
(You don't want to hear the joke I thought of for this one. – CP)
Page 40

PIRATES! GOLD
(Um... it's Gold! It's got Pirates in it! It's – CP) (You're! Fired. – Ed)
Page 44

NEXT MONTH

Right. We've had a stern word with the circulation department, and we feel confidently able to state that the April issue of AMIGA POWER will DEFINITELY be on sale on the 17th of March. But, er, why not give it an extra couple of days, just to be safe? Ahem.

NIPPER UPDATE

Okay kids, it's *Nipper* coverdisk compo update time. We've had a deluge of new entries, and our tolerance level has raised somewhat too. Any scores below 125,000 are no longer going to be entertained. Comprendy? Without further ado, here's the top ten entries in reverse order. Beat this:
127,960, Johnathon Kirkham, Kensal Green, London
130,204, Jimmy Jones, Tonbridge, Kent
130,407, Dennis Jared, Frinton, Essex
131,610, Ezra Matebele,

MAELSTR
(I'm a Cont
supposed

DANGE
(You're ri
one bette

Get your entri
or you won't v

Newcastle
131,810, S
Bicester,
134,960, N
Walsall, W
135,260, D
Braunton
136,310, F
Anytown,
135,460, S
Rogers, C
Bath
137,357,
Long Stra

STUART WOULD JUST LIKE TO SAY: 'I've got a zebra by the tail and a python in my hand.'

SAL WOULD JUST LIKE TO SAY: 'What's the point of slimline tonic?'

CAM WOULD JUST LIKE TO SAY: 'I didn't get where I am today.'

LISA WOULD JUST LIKE TO SAY: 'Bye-bye, everyone. Bye-bye.'

STEVE F WO

STEVE M WO

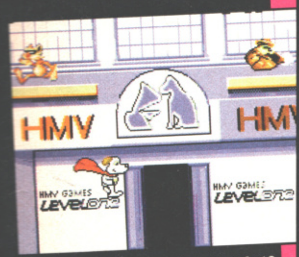
OVER 300

GAMES REVIEWED EVERY MONTH. PROBABLY. WE HAVEN'T COUNTED.

MONTH

MAELSTROM
(I'm a Contents Page, I'm not supposed to be funny. – CP)
Page 34

DANGEROUS STREETS
(You're right. But the next one better be good. – Ed)
Page 42



Get your entries in before March 10, or you won't win. Simple as that.

Newcastle Upon Tyne
131,810, Simon Shutt, Bicester, Oxon
134,960, Nathan White, Walsall, W.Midlands
135,260, David Powell, Braunton, N. Devon
136,310, Rob Barron, Anytown, Somewhere
135,460, Stephen Rogers, Claverton Down, Bath
137,357, Paul Fuller, Long Stratton, Norwich

GAMES REVIEWED THIS ISSUE

MARCH 1994

FULL PRICE

Dangerous Streets -------42
Innocent Until Caught---26
Labyrinth Of Time --------74
Maelstrom -----------------34
Mega Motion ---------------40
Pirates! Gold ---------------44
Tornado --------------------30

A1200

Ryder Cup Golf ------------38
Sabre Team ----------------75
Simon The Sorceror -----77
Soccer Kid------------------76

CD32

Morph ------------------------80
Seek And Destroy --------80
Sensible Soccer ----------80
Wing Commander---------80

BUDGET

Black Crypt-----------------79
Corporation ----------------78
Lotus Trilogy---------------79
Speedball 2-----------------78
Street Fighter 2 -----------79

PD

Caffeine Free Diet--------88
Megamind--------------------87
Nostalgium -----------------87
Parattack -------------------88
Polymorf---------------------87
Shoot-'Em-Baddies -------87
Toobz -----------------------88
Willy's Humungous Adventure-----------------164

STEVE F WOULD JUST LIKE TO SAY: 'Can I have a bit longer to think about it?'

STEVE M WOULD JUST LIKE TO SAY: 'There IS only one team in Ayrshire.'

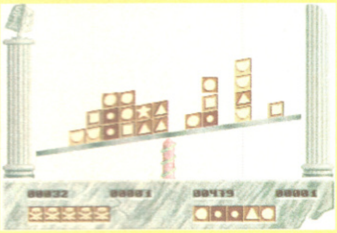
disk 35

So, just the one coverdisk this issue. By next month we probably won't have any at all, then the month after that YOU'LL have to start sending US disks full of the best in demos and PD classics. See how you like it then. Yeah. *(Look, just tell them what's on the damn thing. – Ed)*

disk 35
AMIGA

INTRODUCING DISK 35

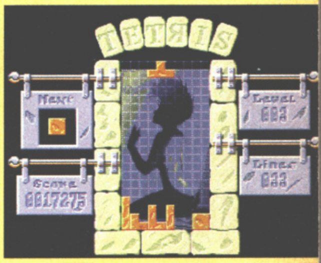
STATIX



This has to be the most original twist on an old puzzle-game theme we've seen in a very long time. Not only do you have lots of falling blocks to contend with, but now even the ground on which they're landing is a danger-fraught environment. It's scary.

TETRIS PRO

Stop! You might think this is just another Tetris, but if you thought that, you'd be so wrong that it just wouldn't even be funny. This is Tetris with a difference, and it's a difference that makes all the difference. What is it? Turn the page...



ARCADE POOL

PLAYER ONE
Quit
New
Save
Replay
Stats

A time-limited demo of Team 17's newest release.

Um... it's pool.

You know, like in an arcade.

Can I go yet?

GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, simply place it in an envelope, along with an SAE and an explanatory letter, and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 35, DisCopy Labs, PO Box 21, Daventry NN11 5BU. If you send it to us, we'll barbecue your cat and dye all your favourite clothes brown.

disk 34

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.

- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.

- An options menu will appear. Simply follow the instructions to load the game of your choice.

- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.

- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.

- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.

- Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?

- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.

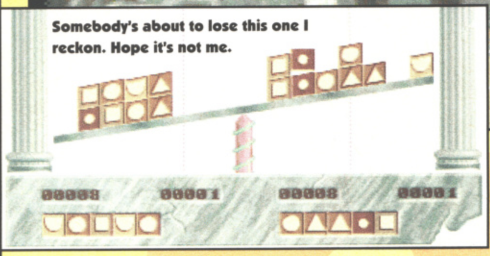
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

AMIGA POWER Disk 35 Returns
DisCopy Labs
PO Box 21
Daventry
NN11 5BU

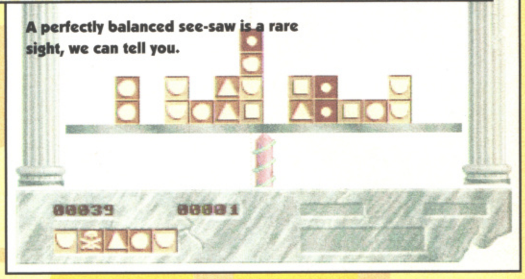
- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to Discopy. Please.

STATIX

A lovely, classical style introduction screen for a classy game.



Somebody's about to lose this one I reckon. Hope it's not me.



A perfectly balanced see-saw is a rare sight, we can tell you.

Authors: Black Legend

You'll notice a bit of a puzzley theme on this month's disk, which isn't the kind of thing we usually go for, but we hope you'll agree that these are some of the most interesting variations on the normal themes to appear for a long time, and hence well worthy of a bit of exposure. *Statix* comes to you via Kompart UK, from top Hungarian ex-demo coders Black Legend (or is that someone else? We can't remember for sure), and it's a bit of a weirdy. Check out the rules and pay attention to them before you start playing it. You know it makes sense.

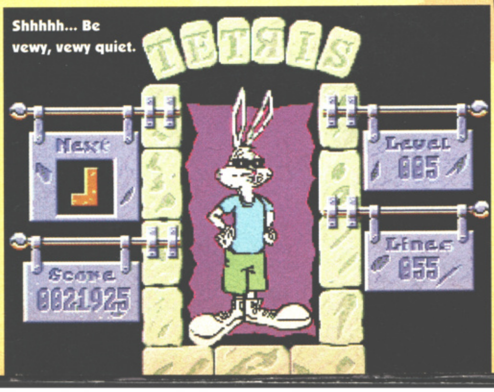
ONE-PLAYER MODE

The basic idea of *Statix* is much the same as *Tetris* or *Columns*. You have to make lines of like symbols, which then disappear. The difference here is that as well as the usual danger of a big build-up causing you to lose the game (in this case, by forcing the spring at the pivotal point of the seesaw down), you can also lose if you tip the seesaw over by placing too many blocks on one side. What this means is that you have to fight your natural instincts – you might automatically want to drop a block on one side to make a line, but doing that and making those blocks disappear might cause the other side of the seesaw to become too heavy and hit the floor, losing you the game. So it's a fast-thinking game as well as a reaction one, especially as you have to drop each block inside a time limit

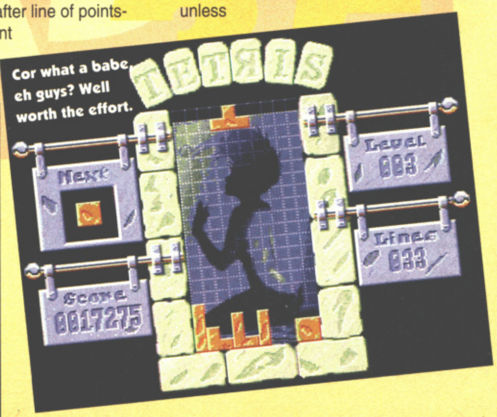
TETRIS PRO

Authors: Logic System

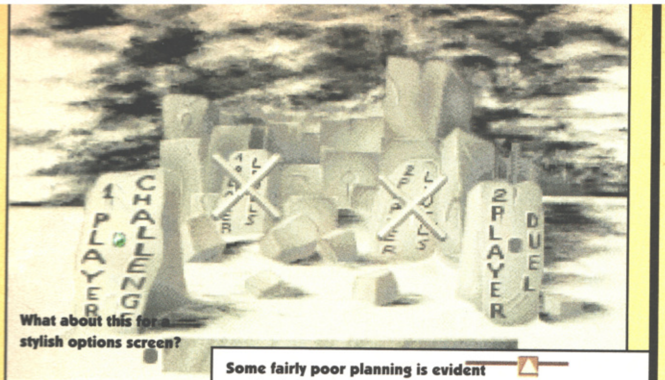
No, you're wrong. It's not just *Tetris* again. For a start, this is the Amiga's best *Tetris* yet, finally stealing the crown from the long-reigning *Super Twintris*. But there's more to it than that – this is a whole new way of *Tetris*, and one which got the whole office playing the age-old game all over again. This is *Tetris* with a point – no more boring old line after line of points-building to no apparent end, but one of tangible, reachable goals all the way through. The object, you see, is to build up pictures in the background. Every time you make a certain number of lines in the game (starting with single ones), a corresponding number of lines of the picture will be revealed. When the picture reaches the top of the game area, you've completed the stage and you get to start again with a new picture to reveal (and a new starting pattern of blocks to contend with). As you move through the levels, the requirement for picture revealing rises, until eventually (around level 70, in our experience) you get no bits of picture unless



Shhhhh... Be vewy, vewy quiet.



Cor what a babe eh guys? Well worth the effort.

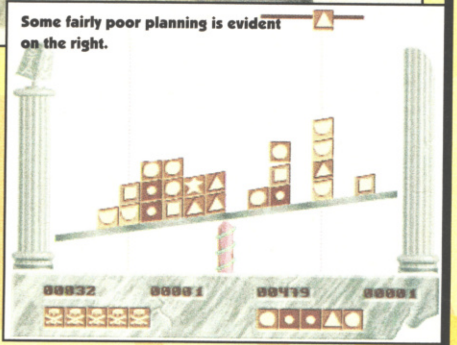


What about this for a stylish options screen?

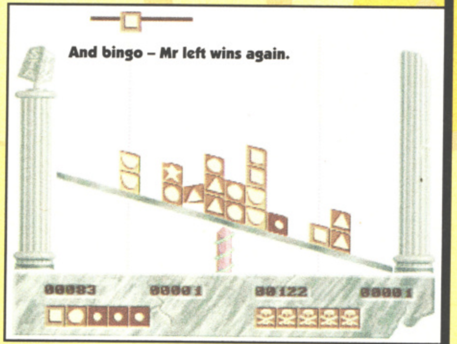
(represented by the bar at the top of the screen), or it'll just drop by itself, usually just where you don't want it.

TWO-PLAYER MODE

Two-player mode is a bit scary. You both play at once, the rules are the same, but you can only drop your blocks on *your own side of the seesaw*. The objective is to make the seesaw touch the floor on your opponent's side, but not being able to affect them directly makes things a bit tricky. What you have to do is build up your own side almost to the point of no return, then clear lots of blocks at once so that the seesaw suddenly swings massively the other way. Of course, while you're doing this, your opponent is trying to do exactly the same to you...

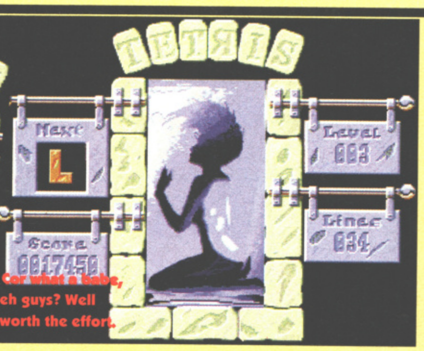


Some fairly poor planning is evident on the right.



And bingo – Mr left wins again.

The brightest light of all...



Cor what a babe, eh guys? Well worth the effort.

you make four lines at once. Yikes.

And that's not the only innovation in *Tetris Pro*, oh no. It's even got powerups! These come in the form of the square blocks, which have their powerup effect any time you use them to complete a line. The various types are as follows:

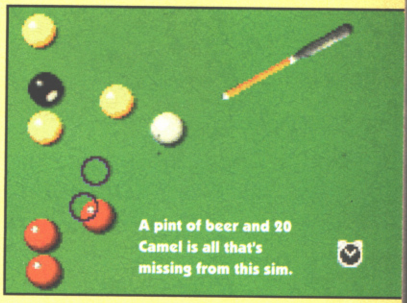
BOMB: Erases all blank spaces on screen, causing all the other blocks to fall into the gaps created, usually giving you a whole clutch of lines at once.
PANIC (two little arrows): Flips the screen upside down for 60 seconds. Horrible. While the screen is upside-down, though, your scores are multiplied by three.
SPEED UP (plus sign): Speeds things up. *(Natch – Ed.)*
SPEED DOWN (minus sign): Slows things down.
NEXT: Toggles the Next Block indicator on or off. When the indicator is off, scores are multiplied by two.
BONUS (dollar sign): 10,000 point bonus
RESET (letter R): Resets speed, switches Panic off and switches Next on.

That's it, really. We're all absolutely hooked on this (the current target to beat is Stuart's level 78, with 500-odd lines), and we think you will be too. *Tetris* lives!

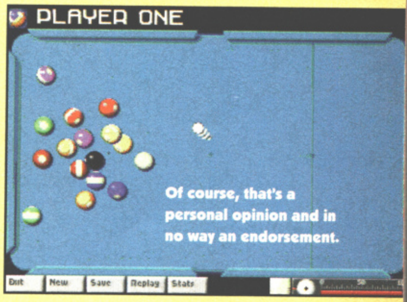
ARCADE POOL

Authors: Team 17

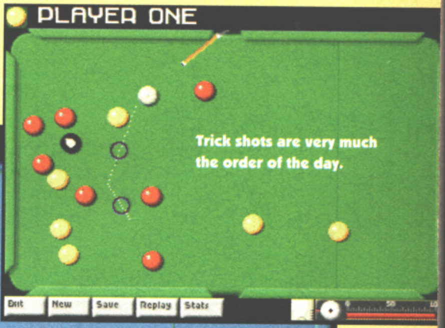
We had a bit of space on the disk this month, so we've brought you just a little tiny demo of Team 17's new budget game. Or alternatively, a really big demo, depending on how you look at it. As well as playing a self-running version of two of the versions of Pool included in the finished game (there are millions, from UK 8-ball to US 15-ball, to single-player arcade versions to the classic multi-player Killer Pool variant), this demo lets you play a full-feature one-player game yourself, but time-limited to a couple of minutes. (Otherwise, what would be the point of buying it when it hits the shops later this month, eh? Answer us that, if you can.) Control is very simple, just adjust the strength, spin and aiming with the left mouse button, and when you're happy with your set-up, hit the right mouse button to actually make the shot. Or, get a few mates round and have a right old knees-up listening to the authentically Cockney sounds of the old joanna, while looking at the title screen. We recommend playing the game.
NB The title screen claims that the game automatically detects an AGA chip set for enhanced graphics and sound. This is true, but (for space reasons) not on our demo. Sorry.



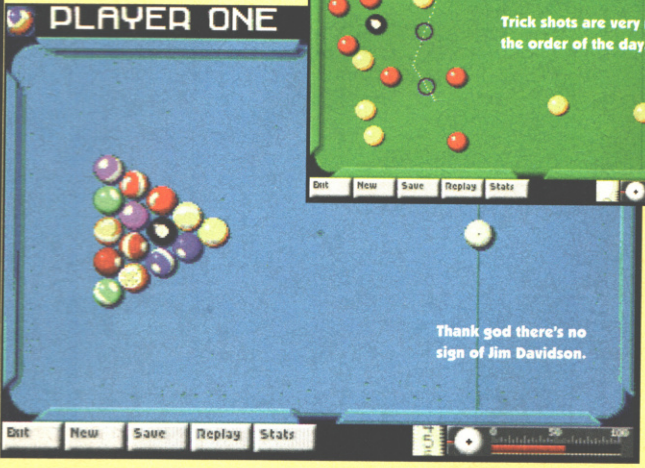
A pint of beer and 20 Camel is all that's missing from this sim.



Of course, that's a personal opinion and in no way an endorsement.



Trick shots are very much the order of the day.

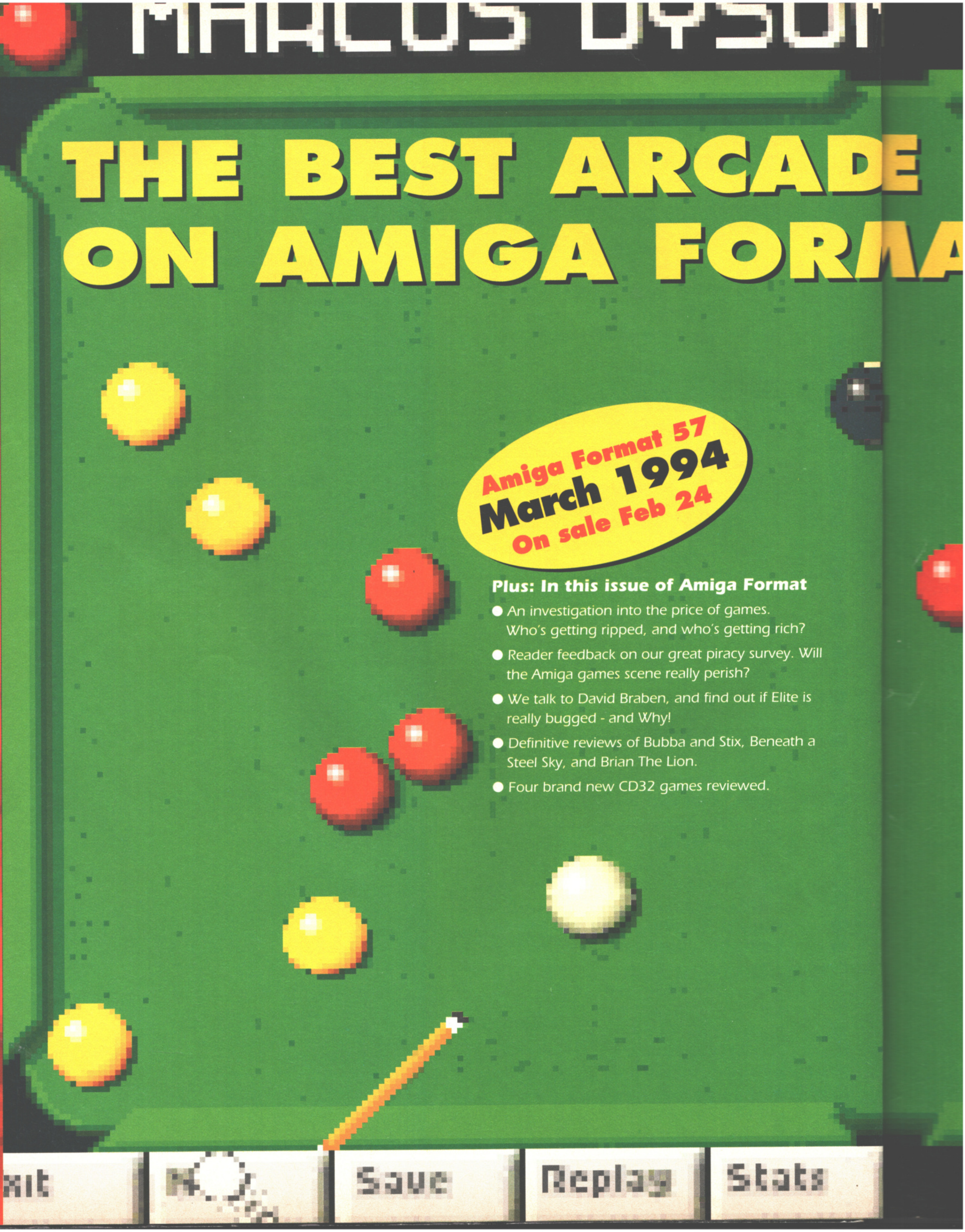


Thank god there's no sign of Jim Davidson.

DIZZY PATCH

Authors: Codemasters

If you've got an old A500 with a one meg upgrade (as many of our readers do), you'll have been disappointed to find that the *Christmas Dizzy* demo from issue 33 didn't work on your machine. This was due to a slight oversight in our checking department, but we're now happy to bring you a small patching program which will solve the problem for you. Simply get your AP33 coverdisk, run the Patch program from this month's disk menu, and follow the on-screen instructions.



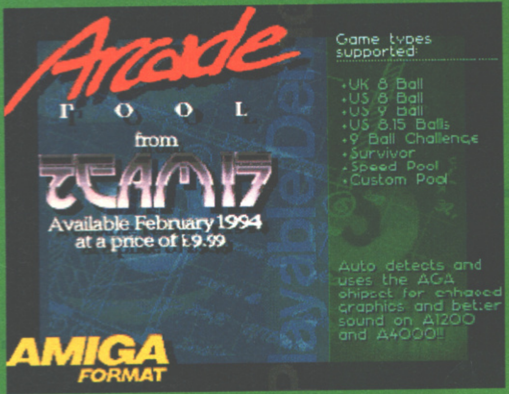
THE BEST ARCADE ON AMIGA FORMA

Amiga Format 57
March 1994
On sale Feb 24

Plus: In this issue of Amiga Format

- An investigation into the price of games. Who's getting ripped, and who's getting rich?
- Reader feedback on our great piracy survey. Will the Amiga games scene really perish?
- We talk to David Braben, and find out if Elite is really bugged - and Why!
- Definitive reviews of Bubba and Stix, Beneath a Steel Sky, and Brian The Lion.
- Four brand new CD32 games reviewed.

E POOL DEMO IS
MAT THIS MONTH



Arcade
POOL
from
TEAM17
Available February 1994
at a price of £9.99

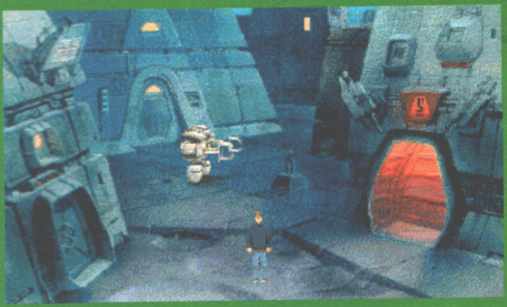
Game types supported:

- UK 8 Ball
- US 8 Ball
- US 9 Ball
- US 8.15 Balls
- 9 Ball Challenge
- Survivor
- Speed Pool
- Custom Pool

Auto detects and uses the AGA chipset for enhaced graphics and better sound on A1200 and A4000!!

AMIGA FORMAT

If you want to play Arcade pool against Amiga Format editor Marcus Dyson... get Amiga Format!



If you want to have a try at Core Design's stunning new fast-moving graphic, action-adventure – Universe... get Amiga Format!

AMIGA FORMAT

MORE THAN JUST A MAGAZINE

TRUE STORIES

by
Steve McGill

They're not dishonest, they don't lie one bit whatsoever. That's why we call this section True Stories. I think.

LEADER OF THE PA

Knowing that figures and statistics are boring and best suited to politicians rather than games journos, we still figured that you'd like to hear the following: In the run up to Christmas, the best selling single format computer game during Christmas week was Virgin's *Cannon Fodder* on Amiga, followed by Virgin's *Mortal Kombat* on Amiga, Ocean's *Jurassic Park* on Amiga, and Gametek's *Elite 2 – Frontier* on Amiga. Hurrah for the er, Amiga we say.

The PC is moving in leaps and bounds on the full-price floppy market. Its market share increased to a whopping great 33.6 per cent of all computer games sales during Christmas week. But the Amiga is still the undisputed king of the computer games with a whopping great 57.5 per cent market share.

So, if you hear anyone saying nasty things about your favourite computer, we've given you the figures. The manner in which you convey the information is completely up to you. But try not to spill any blood willya?

Cannon Fodder – the best selling single format computer game this Christmas, and rightly so.

IT'S FULL MOTION VIDEO AHEAD

AMIGA CD32
FULL MOTION VIDEO
PLAYS VIDEO COMPACT DISCS
Commodore
disc

The new FMV module from Commodore should give the CD32 another big sales advantage over its rivals.

32bit
AMIGA CD32

The CD32 now has a brand new friend to play with.

Commodore have officially released their add-on full motion video module for the CD32.

Retailing at £199.99, the new unit plugs directly into the port at the rear of the machine. This will let you play any Video CD's based on the MPEG1 video standard. It is claimed that the quality of these CD's is better than standard VHS, should last up to 72 minutes, and the sound is far superior to VHS's linear tracks, as it is of CD quality.

This should add much needed credibility to Commodore's flagship home entertainment system. Big gun entertainment names such as Philips, JVC, Matsushita, Sony and Paramount Home Video are all giving their backing to the new standard, which is exciting considering the potential that Full Motion Video holds.

The video CD market is rapidly expanding. By the time you read this, Video CD will have been launched in all its glory at the Marquee Club in London (Jan 27th). Support from record firms includes Virgin, Island, EMI and BMG.

Video CDs pencilled in for release already include prestigious artists such as Iron Maiden, Queen, Kate Bush, The Eurythmics, David Bowie and Tina Turner. Ooh, be still our beating hearts.

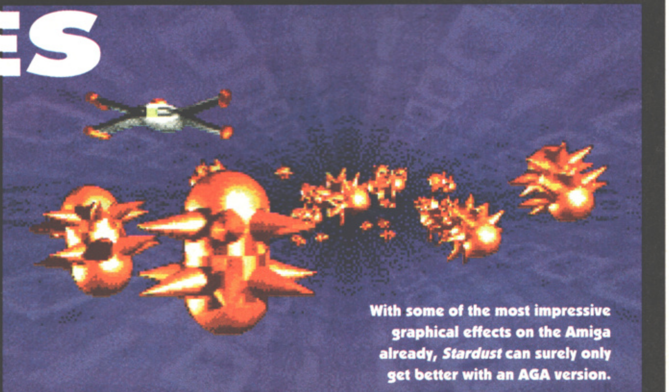
Don't bother looking forward to an in-depth, nothing-ignored review if and when we get our hands on one of these exciting units, though, because we're not Amiga Format. Sorry about that.

SUPERSTARDUST IN THEIR EYES

Bloodhouse, the team who brought us the fabulous *Stardust* (reviewed in AP33) are set to make the same impact on the A1200 and the CD32 with an enhanced version of the original. It's going to be called *Superstardust*, originally enough. According to their distributor, Daze Marketing, the Helsinki based software house are working hell for leather to prove what the A1200 and CD32 are capable of. They promise; hard disk installability, new enhanced 256 colour graphics, ray traced backgrounds and enemies, stereo sound, spectacular parallax scrolling 3D tunnels and a few more unrevealed tricks.

We'll have to reserve judgement on this one until we actually get some screen shots or rolling demos, but considering the impact the original made in our office, it should be something to look forward to.

Look out for a release date around May 94. Stuart's already complaining daily about a badly itching trigger finger.



With some of the most impressive graphical effects on the Amiga already, *Stardust* can surely only get better with an AGA version.

PACK

THOMAS THE CERTIFIED TANK ENGINE

In a move certain to be copied by other software houses, Alternative have become one of the first publishers in the UK to adhere to new video and computer game labelling regulations recently outlined by ELSPA, who are the self-appointed industry overlords.

The Fat Controllers are currently repackaging all of their popular children's collection. Most will carry the Uc label meaning that the games are particularly suitable for children.

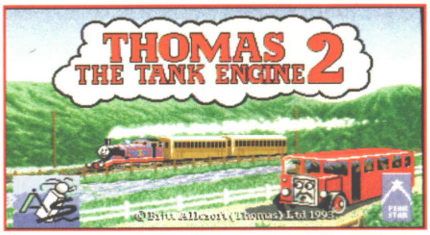
Considering that many parents tend to be ignorant about the content and quality of games, this move could be seen as a green light to stimulate sales revenue from well-meaning but ignorant adults.

Other titles to fall under the Alternative repackaging Uc classification are *Popeye*, *Postman Pat*, *Sooty & Sweep* and of course, good old *Thomas the Tank Engine*.

Just what the consequences for the game industry are going to be with all this classification around remains to be seen.

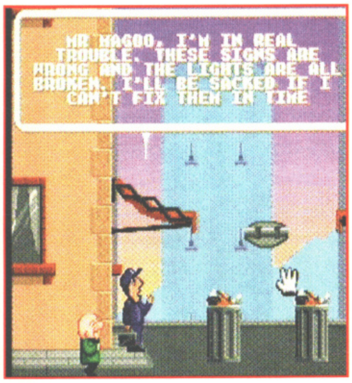
Do you see this as a crypto-communist patronising assault on one of our favourite pastimes or a responsible backlash to violence by concerned spokespersons for today's youth?

If you have any thoughts on the matter, drop us a line to 'Do the Write Thing' at the usual address.



Thomas gets up a full head. Hang on. Am I allowed to say that? *(Absolutely not. – Ed)*

INTO THE NEW MILLENNIUM


MR MAGOO, I'M IN REAL TROUBLE. THESE SIGNS ARE WRONG AND THE LIGHTS ARE ALL BROKEN. I'LL BE SACKED IF I CAN'T FIX THEM IN TIME

The marvellous Mr Magoo makes it on to a computer screen near you soon. And about time too.

Millennium feel that they haven't been talked about very much recently. In order to redress the balance, they've begged us to let you know about their release schedule for 94. So here it is:

Mr Magoo. That lovable blind accident-prone octagenarian is on the rampage. Numerous happenings are out of control in Magoo town. Our eponymous hero has to fix everything. You, the player, don't control Magoo as such. Rather, you move hot items in his way and figure out what the result is going to be. *Mr Magoo* should be bumping into us in September .

Brutal Soccer. Next in the Brutal Sports series. Sunday League football with no difference; sly punches, blatant kicks and some enigmatic 'throw ins'. If *Brutal Sports Football* is anything to go by, it should be interesting. Expect to see it in October.

Troll Islands: More lovable hairy creature action. Lots of things to do with your Trolls including bringing colour back to the world, guiding your goblins and eating baddies. There's no firm date for the release of *Troll Islands* yet.

Motor Mania: You're Mickey the Micra. Only you can save your old factory from total chaos. Promises to be a brain tester with concepts such as plotting economical routes on the agenda. Mickey should be tooting his horn in your neck of the woods in the latter part of this year.

Neural World sounds like a *Little Computer People*-type game for the 90s. Your task is to educate little subterranean people in the art of survival. Do the job well enough and you'll be zipping round the world with them visiting strange new regions. Complete this and you'll be allowed to tend the Big Tree; the sustainer of life throughout Neural World. Prepare to be totally confused by this sometime in October or November. Weather permitting, that is.

JOYSTICK A BOO-BOO

We're sorry, we boo-booed. In issue 33 of AMIGA POWER, we carried a little piece on a new joypad from Spectravideo called the Logipad. We said that you could substitute certain directions with the fire buttons. We were partially wrong. You can't actually do it that way. Apparently to utilise this ability, the software has to be compatible. And guess what? That's right there isn't a great deal of compatible software available.

So we weren't completely wrong. Once again though, apologies to all those who were offended, hurt or just plain outraged by our despicably incompetent behaviour. Rest assured, Steve's head has rolled and he won't be allowed back into the office until he finds it.

LIBERATED LIBERATION – NO LONGER CAPTIVE

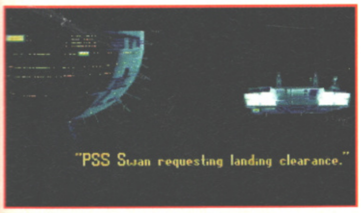
In our A1200 Bottom Line of the 91 per cent earning *Liberation – Captive 2*, we figured that the A1200 version would be out some time in the future, just don't hold your breath.

Well, we're all red in the face now (and not just from holding our breath), *Liberation* is not only pencilled in for an A1200 February release, it's also going to be paroled on the A500 and 600 as well.

Now, before you get all hot and steamed up, if you've got an A500, the amount of memory required is one and a half meg. No such restriction on the A600 for some unexplained reason.

The game will be virtually identical to the CD32 version except that most music has been taken out, all the original speech will be absent and some sound FX have gone into the great cyber heaven in, er, somewhere that isn't here.

No details on price yet. We'll keep you informed though, make no mistake.

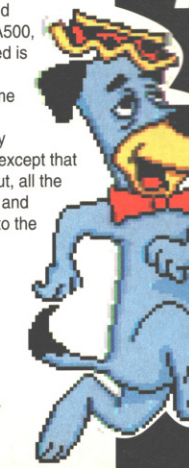


Liberation on the A500, A600 and A1200 should still be a cracker, even with less sounds.

GREEN LIGHT TO A RED BULL.

We had a call at the AP office the other day from a guy called Steve. Not an unusual occurrence in itself, but this time was different. Steve was after some tips (on *Cannon Fodder*), which we wouldn't usually do over the phone, but it was Cam who picked it up and he knew the answer, so he helped Steve out. Grateful, Steve sent us a little present – a crate of Red Bull energy drink. We tried it out, and our heads exploded. Red Bull boasts what must be the densest concentration of sugar in water currently available to science, as well as dangerous amounts (400 calories – eek!) of caffeine, vitamins, and suchlike, and the end result is that the AP team now require absolutely no sleep at all, which helps with deadlines no end. We recommend it. Write to Steve at The Pure Magic Drinks Co, Clare, Suffolk.

MORE CD PLAYERS JOIN THE FRAY



"Clementine, clementine, I'm being released on a compilation"

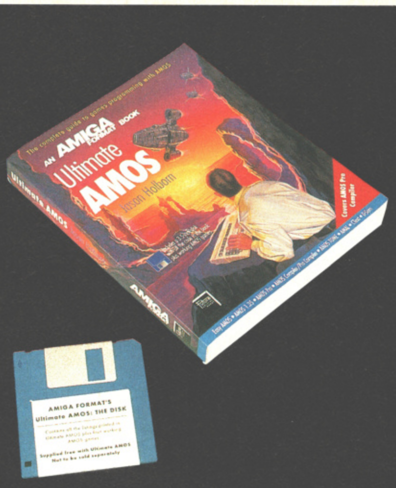
It seems that Alternative can't do enough to get into the news these days.

In a move to further promote their ever growing budget stable of games releases, they've announced their first release for the Amiga CD32. The Famous Collection consists of seven budget titles compiled on one CD. The titles are *Bully's Sporting Darts*, *Galactic Warrior Rats*, *Popeye*, *Huckleberry Hound*, *The Munsters*, *Sooty & Sweep* and *Postman Pat*.

The CD will be released in the Spring at the ECTS. Price is set at £29.99 which can't be bad for seven games and sets a promising trend for CD32 owners. If you require any more information, contact Alternative on 0977-797777.

From the makers of **AMIGA POWER** comes...

Ultimate AMOS



The ultimate games creator just got the ultimate guide

If you've got AMOS, then get this book! It explains what AMOS can do, and how to make it do it. There are sections on program planning, producing 'readable' code, and screen handling. AMOS is built to handle scrolling, animation, sound and music – everything you'll find in a commercial game. And this book, from the makers of Amiga Power, shows you how it's done. If you've got AMOS you're half way to creating your own gaming worlds. Don't stop half way – order 'Ultimate AMOS' today!

✻ Includes a disk containing all the code printed in the book, plus four complete AMOS games!

FUTURE LEISURE BOOKS

PRIORITY ORDER FORM

Please send me: ....copy/copies of 'Ultimate AMOS' at £19.95 each [ORDER CODE: FLB025A]

Amount enclosed £ .... Method of payment:

Visa ☐ Access ☐ Cheque ☐ P/O ☐

CARD NUMBER

☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Expiry date: ☐☐☐☐

Your name ....

Your signature ....

Your address ....

....

Now send this form to: Future Leisure Books Offer, Future Publishing Ltd, Freepost,
Somerton, Somerset TA11 7BR

[SCRATCH CODE: AP35]

COMMITTED: PSYGNOSIS, SURELY SOME MISTAKE

In a heart-warming show of support, Psygnosis have seen fit to inform our readers of some of their up and coming releases for the Amiga. No solid dates have been announced, but you can be sure that they will be released as soon as possible. The titles are:

Perihelion: "a stark, atmospheric role player set in a world where genetic engineering and the occult are the religions of the day".

Evil in Chayborne: Psygnosis have been pretty tight lipped about it, -"all we can tell you about this one is it'll be very scary indeed".

A new platform character, Puggsy, is set to make his debut. He's described as "smarter than the average sprite".

Brian the Lion is set to create "a rumble in the jungle", apparently, with some console style FX; Mode 7 emulation and sprite rotation.

Finally on the floppy front, there's *The Benefactor*: an "indescribably addictive platform puzzler....."

On the CD32, expect to see conversions of *Hired Guns*, *Second Samurai* and *Lemmings*.

A pretty full book by anyone's standards. Look forward to full reviews in up and coming issues of the world's best Amiga games magazine, which is, er, us.

KEY NOTES

Key Note Marketing commissioned Gallup to carry out a survey on the attitude of the British toward computers as a whole.

While some of the findings are of no particular interest to anyone other than businessmen, here's a selection of some of the more relevant findings.

24% of people questioned thought that computers represented a threat to our ability to deal with people, while a massive 30% stated that they would never buy a computer.

Computers are considered overpriced by a mere 18%, which we find rather surprising, but price was the main factor pondered upon by 48% before a purchase decision was made.

Children are perceived to be more computer literate than their parents with 36% of those questioned saying that children find the computer more useful than pen and paper.

Those of you looking to blag a 1200 should be encouraged to find that 20% of people questioned said that the major reason for their decision to buy a computer was the influence of their demanding offspring.

A substantial 68% said that children spend too much time playing games, with computer pornography worrying 38% of those who expressed a preference.

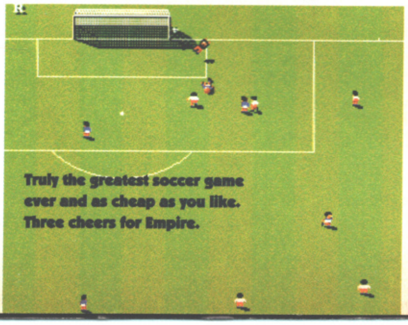
For further info and stuff like that, give Key Note a ring on 081-783 1122.

EMPIRE AWARD WINNERS

One of the good things about this time of year is the amount of software compilations released to stimulate sales. Check out the following release from Empire.

Called Award Winners The Gold Edition. The following titles, contained within the box, should see you salivating in your mouth; *Zool*, *Sensible Soccer*, *Jimmy White's Whirlwind Snooker* and *Elite*.

Priced at a more than reasonable £29.99, expect to see it hit the shelves mid – late February.



Truly the greatest soccer game ever and as cheap as you like. Three cheers for Empire.

STOP PRESS

In our review of *Mega Motion* (p40), we didn't state what the price of the game was. We've just found out that it's a spectacularly inexpensive £9.99. That works out at a smidgeon less than 10 pence per puzzle. Top value or what? Both *Mega Motion* and the full version of *Statix*, our cover demo (at the same price), are available direct from Black Legend UK Ltd, Fulling Mill Barn, Mill Lane, Welwyn, Herts, AL6 9NP. Add £1.50 for postage and packing and make your cheques payable to Black Legend UK.

AMIGA POWER

ELSPA GALLUP CHARTS TOP 30

EUROPEAN LEISURE SOFTWARE PUBLISHERS ASSOCIATION LTD

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

1	(1)	**CANNON FODDER** Virgin £29.99 ★★★★★
2	(2)	**MORTAL KOMBAT** Virgin £29.99 ★★★★★
3	(3)	**FRONTIER: ELITE 2** Gametek £29.99 ★★★
4	(6)	**THE SETTLERS** Blue Byte £34.99 ★★★★★
5	(8)	**STREETFIGHTER 2** Kixx £14.99 ★★★
6	(4)	**PREMIER MANAGER 2** Gremlin £25.99 ★★★
7	(5)	**JURASSIC PARK** Ocean £25.99 ★★★
8	(11)	**MONKEY ISLAND** Kixx £16.99 ★★★★★
9	((10)	**CHAMPIONSHIP MANAGER 94 DATA DISK** Domark £25.99 ★★★★
10	(10)	**CHAMPIONSHIP MANAGER 93** Domark £25.99 ★★★★
11	(12)	**SENSI-SOCCER 92/93** Renegade/Mindscape £25.99 ★★★★★
12	(16)	**ALIEN BREED SPECIAL EDITION '92** Team 17 £10.99 ★★★
13	(7)	**PUTTY** GBH £9.99 ★★★★★
14	(17)	**STRIKER** GBH £9.99 ★★★
15	(NE)	**ZOOL 2** Gremlin £25.99 ★★★★
16	(13)	**MICRO MACHINES** Codemasters £25.99 ★★★★★
17	(NE)	**ROBOCOP 3** Hit Squad £12.99 ★★★
18	(NE)	**TORNADO** Digital Integration £34.99 ★★★★
19	(34)	**SPEEDBALL 2** Kixx £9.99 ★★★★★
20	(NE)	**CHAMPIONSHIP MANAGER ITALIA** Domark £25.99 ★★★
21	(15)	**ALIEN BREED 2** Team 17 £26.99 ★★★★
22	(19)	**THE CHAOS ENGINE** Renegade £25.99 ★★★★★
23	(RE)	**ZOOL** Gremlin £25.99 ★★★★★
24	(30)	**SIMON THE SORCEROR** Adventure Soft £34.99 ★★★
25	(RE)	**PIRATES** Kixx £14.99 ★★★★
26	(18)	**LEMMINGS 2** Psygnosis £29.99 ★★★★★
27	(NE)	**LEISURE SUIT LARRY** Kixx £14.99 ★★★
28	(20)	**SYNDICATE** Electronic Arts £34.99 ★★★★★
29	(15)	**GRAHAM TAYLOR SOCCER CHALLENGE** Buzz £9.99 ★★★★
30	(NE)	**CRUISE FOR A CORPSE** Kixx £14.99 ★★★

We figure you must have some idea how the charts work by now, so briefly: they're © ELSPA, they mix budgies and full-pricers together, games are rated in stars, and they're not still sponsored by Penguin!

AMIGA POWER RECOMMENDS

The best of last month's games, arbitrarily selected by the AP team.

COOL SPOT

(Virgin)

It's actually something of a disappointment, this, at least when compared to the somewhat prettier console versions, but no game with a character like Cool Spot in it could ever be a real turkey, and his personality lifts this perfectly-respectable-but-nothing-new platform shoot-'em-up to a rather higher place in the Amiga Hall Of Fame than it strictly deserves. It's the little red tiddlywink that makes *Cool Spot* such a joy to play, and if he's just taking your mind off the jerky scrolling and often shoddy-looking backgrounds, well, so what? We're all for the willing suspension of disbelief here at AP – how else do you think we get the mag written?

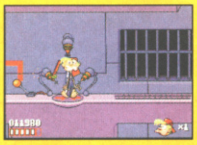
LAMBHORGINI AMERICAN CHALLENGE

(Titus)

Oh no. We've gone and done it again, haven't we? After letting ex-Ed Mark Ramshaw criminally underrate this in its earlier incarnation as *Crazy Cars 3*, we handed the new, improved, two-player-mode-including update version over to buffoon-like Production Editor Steve Faragher, who inflicted a ridiculously low mark on it all over again *(I didn't get a new Lamborghini out of it Stuart – Steve)*. This is completely great (although the ordinary A500 version IS a little slow in two-player mode), and still Stuart's all-time favourite race game. It's thrillingly fast, and it's even got a plot to keep you playing when you think you've seen it all – what more do you want?

BUBBA 'N' STIX

(Core)



A bit of a surprise hit now. We weren't really expecting great things from *Bubba'n'Stix* – it looked like just another dull cute platformer designed for the miniscule attention spans of Mega Drive owners, but when it turned up we were overjoyed to find a gorgeously characterful arcade puzzle game featuring a couple of the best stars since, well, Cool Spot. There's a shadow on the horizon in that you only get five levels of top puzzle/stick interaction to play through, but they're decently difficult, pretty big (after the first one) and extremely entertaining, so at £25.99 you're still getting pretty reasonable value for money. So stop complaining, alright?

FI

(Domark)

Lankhor's *Vroom* was always one of AMIGA POWER's very favourite driving games, and now it's been significantly improved, speeded up (from its previous 'ridiculously fast' to 'just plain silly'), and boosted by the addition of a split-screen two-player mode and some improved control tweaking. We reckon it's now the equal-best Amiga driving game of all time with F1GP (although Stuart disagrees – see above), and completely unmissable in every meaningful way. (And what's more, we've seen some major national game chains flogging it at an unbelievable £9.99 already) Blink and you'll miss it. So don't blink.

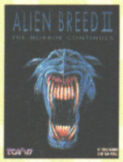
SKIDMARKS

(Mindscape)

There's been something of a resurgence in the overhead-view racer in the last few months, with Codemasters' fab *Micro Machines* taking the winner's rostrum and Team 17's disappointing *Overdrive* being the one getting the champagne sprayed all over its face, but somewhere in between the two, you'll now find Acid Software's *Skidmarks*. This paean to the joys of their own Blitz Basic programming language looks beautiful and plays dreamily, but some daft flaws (mostly relating to disk accessing and program structure, rather than the game itself) let it down a bit on the home straight. Still well worth a look, if only for the ace null-modem four-player mode.

WING COMMANDER
9.99

TOP SPECIAL OFFER
CHAOS ENGINE
13.99


ALIEN BREED 2 (A1200)
18.99

TOP SPECIAL OFFER
STREETFIGHTER 2
11.49

ELITE 2
19.99

MORTAL KOMBAT
20.49

TOP SPECIAL OFFER
LEMMINGS 2
13.99

PINBALL DREAMS
13.49

TOP SPECIAL OFFER
UNDER £10
SPEEDBALL 2
8.99

TOP SPECIAL OFFER
OVERDRIVE
11.99

REACH FT SKIES
14.99

ARABIAN NIGHTS
9.49

TOP SPECIAL OFFER
CHAM MGR '93/'94
12.99

ZOOL 2
16.99

SENSI SOCCER '92/'93
13.99

CANNON FODDER
20.49

PREMIER MGR
9.99

TOP SPECIAL OFFER
PREMIER MGR 2
13.99

MICRO MACHINES
16.99

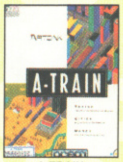
ARCHER MACLEANS
13.49

TOP SPECIAL OFFER
EYE OF THE BEHO
12.49

JIMMY WHITES
13.49

ISHAR 2
11.49

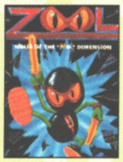
ELITE
9.49


A-TRAIN
13.99

COMBAT CLASSICS
13.99

JURASSIC PARK
17.99

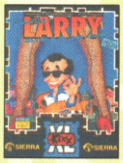
TOP SPECIAL OFFER
BODY BLOWS
12.49


ZOOL
10.99

TOP SPECIAL OFFER
SPORTS MASTERS
13.99

D MASTER + CHAOS
13.99

S OF MONKEY ISL
12.99


LS LARRY 1
11.49

IMPORTANT - PLEASE NOTE
NOP = will not work on A500 Plus, A600 or A1200.
NO12 = will not work on the A1200.
1 MEG = requires at least 1 meg of RAM to run.
• = NEW Item

AMIGA A1200 VERSION GAMES

AIRBUCKS 1.2	20.99
ALIEN BREED 2	18.99
BODY BLOWS	19.49
BODY BLOWS GALACTIC	18.99
BRILLIANCE AGA (2 MB MINIMUM, 2 DISK DRIVES OR HARD DRIVE REQUIRED, PROFESSIONAL PAINT AND ANIMATION PACKAGE FOR OUTSTANDING RESULTS. FEATURES ALL AMIGA SCREEN MODES INCLUDING AGA) •	114.99
BURNING RUBBER	18.49
CHAOS ENGINE	18.49
DENNIS	19.49
ISHAR 2 - LEGIONS OF CHAOS	18.99
JURASSIC PARK	19.49
KINGS QUEST 6 (1 MEG) •	22.99
MAN UTD PREMIER LEAGUE CHAMPIONS •	18.99
MR NUTZ	19.49
NIGEL MANSELL'S WORLD CHAMP'SHIP	18.49
RISE OF THE ROBOTS •	25.99
RYDER CUP	18.49
SIM LIFE	22.99
SIMON THE SORCERER	24.49
SOCCER KID	19.49
STAR TREK - 25TH ANNIVERSARY (HARD DRIVE ONLY)	22.49
SUPER STARDUST •	16.99
TFX	22.99
ZOOL	18.49

AMIGA GAMES

688 ATTACK SUB	10.49
A-TRAIN (1 MEG)	13.99
A320 AIRBUS (USA VERSION) (1 MEG)	22.49
A320 APPROACH TRAINER (1 MEG) •	16.99
ADDAMS FAMILY (1 MEG)	9.99
AIR BUCKS	18.49
AIR FORCE COMMANDER (1 MEG)	18.49
AIR SUPPORT	14.49
ALFRED CHICKEN (1 MEG)	18.49
ALIEN 3	18.99
ALIEN BREED (SPECIAL EDITION) (1 MEG)	9.49
ALIEN BREED 2 (1 MEG)	17.49
AMERICAN GLADIATORS (NO12)	16.99
AMNIOS	4.99
ANOTHER WORLD	11.99
APOCALYPSE (1 MEG)	20.49
ARABIAN NIGHTS	9.49
ARCADE POOL (1 MEG) •	9.99
ARCHER MACLEAN'S POOL	13.49
ARKANOID 2 (NO12)	7.99
ARMOUR GEDDON 2 (1 MEG) •	20.49
ASSASSIN REMIX	9.99
B17 FLYING FORTRESS (1 MEG)	22.99
BATMAN RETURNS	12.49
BATMAN THE MOVIE	7.99
BATTLE ISLE 93	16.49
BATTLE OF BRITAIN	14.49
BEACH VOLLEY (NO12)	7.99
BENEATH THE STEEL SKY (1 MEG)	23.49
BENEFACTOR (1 MEG)	20.49
BILL'S TOMATO GAME	17.49
BIRDS OF PREY (1 MEG) (NO12)	11.99
BLACK CRYPT (1 MEG)	11.49
BLADE OF DESTINY (1 MEG)	25.49
BLASTAR (1 MEG)	16.99
BLUES BROTHERS	7.49
BLUES BROTHERS JUKEBOX ADVENTURE •	17.49
BODY BLOWS (1 MEG)	12.49
BODY BLOWS GALACTIC (1 MEG)	17.49
BREACH 3 (1 MEG) •	22.49
BRIAN THE LION	17.99
BUBBA 'N' STIX	16.99
BURNING RUBBER	17.99
CAESER DELUXE	18.49
CAMPAIGN (1 MEG)	22.49
CAMPAIGN 2 (1 MEG)	22.99
CANNON FODDER (1 MEG)	20.49
CARDIACS	9.49
CHAMPIONSHIP MANAGER 93 UPDATE DISK (1 MEG)	9.49
CHAMPIONSHIP MANAGER 93/94 (1 MEG)	12.99
CHAMPIONSHIP MANAGER COLLECTION (93/94 + UPDATE DISK) (1 MEG) •	20.49
CHAMPIONSHIP MANAGER ITALIA 93/94 (1 MEG) •	18.49
CHAOS ENGINE	13.99
CIVILISATION (1 MEG)	23.49
COMBAT AIR PATROL	20.49
COMBAT CLASSICS (F15 STRIKE EAGLE 2, 688 ATTACK SUB, TEAM YANKEE) (1 MEG) (NO12)	13.99
COOL SPOT	20.49
CORPORATION	8.99
CORRUPTION (M/SCROLLS)	7.49
COSMIC SPACEHEAD (1 MEG) •	16.99
CRUISE FOR A CORPSE	11.99
CRYSTAL KINGDOM DIZZY	9.49
CURSE OF ENCHANTIA (1 MEG)	11.99
CYBERPUNK	16.99
CYBERSPACE (1 MEG)	22.99
DARKSEED (1 MEG)	21.49
DENNIS	18.49
DESERT STRIKE (1 MEG)	19.49
DETROIT (1 MEG) •	21.49
DISPOSABLE HERO	16.99
DIZZY'S EXCELLENT ADVENTURE	16.49
DOGFIGHT (1 MEG)	22.99
DONK (1 MEG)	18.49
DRACULA (1 MEG)	20.49
DREAMLANDS (TRANSARTICA, STORM MASTER, ISHAR) (1 MEG)	18.99
DREAMWEB (1 MEG)	22.99
DUNE 2 - BATTLE FOR ARRAKIS (1 MEG)	20.49
DUNGEON MASTER & CHAOS STRIKES BACK (1 MEG)	13.99
DYNA BLASTERS (N012)	20.49
ELITE	9.49
ELITE 2 (FRONTIER) (1 MEG)	19.99
ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS (NO12)	7.99
EUROPEAN CHAMPIONS (1 MEG)	17.99
EYE OF THE BEHOLDER (SSI) (1 MEG)	12.49
EYE OF THE BEHOLDER 2 (1 MEG)	24.49
F1 (DOMARK) (1 MEG)	17.99
F117A STEALTH FIGHTER 2.0 (1 MEG)	22.99
F15 STRIKE EAGLE 2 (1 MEG)	12.49
F17 CHALLENGE	10.49
F19 STEALTH FIGHTER (NOP)	7.99
F29 RETALIATOR (1 MEG)	10.49
FABLES & FIENDS - LEGEND OF KYRANDIA (NO12) (1 MEG)	23.99
FACE OFF ICE HOCKEY (NO12)	9.49
FANTASTIC WORLDS (REALMS, PIRATES, MEGA LO MANIA, POPULOUS, WONDERLAND) (1 MEG) (NO12)	23.49
FIRST DIVISION MANAGER	7.99
FIRST SAMURAI + MEGA LO MANIA (NO12)	13.99
FLAMES OF FREEDOM (MIDWINTER 2)	10.99
FLASHBACK (1 MEG)	20.99
FORMULA 1 GRAND PRIX	22.99
FUTURE WARS (NO12)	10.49
G2 (1 MEG)	17.99
GEAR WORKS	15.49
GENESIA (1 MEG)	20.49
GLOBDULE	20.49
GOAL	14.49
GOBLIIINS 2	18.49
GRAHAM GOOCH DATA DISK	12.99
GRAHAM GOOCH WORLD CLASS CRICKET (1 MEG)	18.49
GRAHAM TAYLOR'S SOCCER MANAGER (1 MEG)	9.49
GRAND PRIX CIRCUIT	9.49
GUNSHIP 2000 (1 MEG)	22.99
HEAD OVER HEELS	7.99
HEROQUEST 2 - THE LEGACY OF SORASIL (1 MEG)	16.99
HILL STREET BLUES (NO12)	9.49
HIRED GUNS (1 MEG)	22.49
HISTORYLINE 1914-18 (1 MEG)	22.99
HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN THE MOVIE) D/S (NOP)	9.99
HUMANS 2 (1 MEG)	18.99
HUMANS DATA DISK (NO12)	18.49
HUNTER (NO12)	7.99
IK+	7.99
IMMORTAL (NO12)	10.49
INDIANA JONES 2 ACTION (FATE OF ATLANTIS)	17.99
INDIANA JONES ACTION	7.99
INDIANA JONES ADVENTURE	11.49
INDIANA JONES FATE OF ATLANTIS ADVENTURE (1 MEG)	24.49
INNOCENT (1 MEG)	22.99
INTERNATIONAL RUGBY CHALLENGE	7.99
ISHAR - LEGEND OF THE FORTRESS (1 MEG)	13.49
ISHAR 2 - LEGIONS OF CHAOS (1 MEG)	11.49
IT CAME FROM THE DESERT PLUS ANT HEADS DATA DISK (1 MEG)	14.99
JACK NICKLAUS GOLF	6.49
JAGUAR XJ220 (1 MEG)	9.49
JAMES POND	8.49
JET STRIKE •	17.99
JIMMY WHITES SNOOKER (NO12)	13.49
JINXTER (M/SCROLLS)	4.49
JOHN MADDEN'S (U.S) FOOTBALL	11.49
JURASSIC PARK (1 MEG)	17.99
K240 (UTOPIA 2) (1 MEG)	18.49
KEVIN KEEGAN'S PLAYER MANAGER (1 MEG)	19.99
KGB	20.49
KINGMAKER (1 MEG)	23.49
KINGS QUEST 1	11.49
KINGS QUEST 6 (1 MEG)	22.99
KNIGHTS OF THE SKY (1 MEG)	12.99
KRUSTY'S SUPER FUN HOUSE	18.99
LAMBORGHINI •	17.49
LAST NINJA 2 (NO12)	7.99
LEGEND (WORLD OF LEGEND)	9.99
LEGENDS OF VALOUR (1 MEG) (NO12)	23.49
LEISURE SUIT LARRY 1 (1 MEG)	11.49
LEISURE SUIT LARRY 2 (1 MEG) •	11.49
LEMMINGS 2	13.99
LEMMINGS DATA DISK - OH NO!	4.99
LINKS - (GOLF) (HARD DRIVE REQUIRED) (1 MEG)	12.99
LOMBARD RAC RALLY	7.99
LOST VIKINGS	19.99
LOTUS 3 - THE FINAL CHALLENGE (1 MEG) (NO12)	12.49
LOTUS TURBO CHALLENGE 2 (NO12)	9.49
LURE OF THE TEMPTRESS (1 MEG)	12.49
M1 TANK PLATOON (1 MEG)	11.49
MAGIC BOY	17.99
MAGICIAN'S CASTLE (1 MEG)	20.49
MAN UTD PREMIER LEAGUE CHAMPIONS (1 MEG)	19.49
MANCHESTER UNITED	9.49
MANCHESTER UNITED EUROPE	9.49
MANIAC MANSION (NO12)	10.49
MICRO MACHINES	16.99
MICROPROSE 3D GOLF (1 MEG)	22.99
MIG 29 (1 MEG)	10.49
MORTAL KOMBAT (1 MEG)	20.49
NEW ZEALAND STORY (NO12)	7.99
NICK FALDO'S GOLF	16.49
NIGEL MANSELL'S WORLD CHAMP'SHIP (1 MEG)	9.99
NIPPON SAFES (1 MEG)	20.49
ON THE BALL •	18.99
ONE STEP BEYOND (1 MEG)	14.99
OPERATION STEALTH (NO12)	11.49
OPERATION WOLF (NO12)	7.99
OVERDRIVE (1 MEG)	11.99
PANZA KICK BOXING (NO12)	8.99
PARASOL STARS	8.99
PATRICIAN (1 MEG)	20.49
PERIHELION (1 MEG)	20.49
PGA TOUR GOLF	10.99
PGA TOUR GOLF COURSE DISK	11.99
PINBALL DOUBLE PACK (PINBALL DREAMS & FANTASIES) (1 MEG)	21.49
PINBALL DREAMS (1 MEG)	13.49
PINBALL FANTASIES	15.99
PIRATES (NOP)	10.49
PITFIGHTER	7.99
POOLS OF DARKNESS	9.99
POPULOUS & PROMISED LANDS (NO12)	10.49
POPULOUS 2 (1 MEG) + CHALLENGE DATA DISK	22.49
POPULOUS 2 CHALLENGE DATA DISK (1 MEG)	12.49
POWERMONGER + WW1 DATA DISK (NO12)	12.49
PREHISTORIK 2 •	17.49
PREMIER MANAGER (1 MEG)	9.99
PREMIER MANAGER 2 (1 MEG)	13.99
PREMIERE (1 MEG)	11.99
PRIME MOVER	17.99
PRINCE OF PERSIA (1 MEG)	7.99
PRO TENNIS TOUR 2	12.49
PROJECT X (SPECIAL EDITION) (1 MEG)	10.49
PUGGSY (1 MEG)	20.49
PUSH-OVER (1 MEG)	9.49
PUTTY	15.49
QUEST & GLORY (BLOODWYCH, MIDWINTER, CADAVER, BAT) (NO12)	13.49
QUESTRON 2 (SSI) (NO12)	5.49
QWAK	9.99
R-TYPE (NO12)	7.99
RAILROAD TYCOON (1 MEG) (NOP)	13.49
RAINBOW COLLECTION (BUBBLE BOBBLE, RAINBOW ISLANDS, NEW ZEALAND STORY) (NOP)	9.99
RALLY (1 MEG)	18.99
REACH FOR THE SKIES	14.99
RISE OF THE ROBOTS (1 MEG) •	25.99
ROAD RASH	17.99
ROBIN HOOD LEGEND QUEST	7.99
ROBINSONS REQUIEM •	18.99
ROBOCOP 2	7.99
ROBOCOP 3 (NO12)	10.99
RORKE'S DRIFT	7.99
RULES OF ENGAGEMENT 2	21.49
RYDER CUP	18.49
SABRE TEAM	11.99
SCRABBLE (US GOLD)	19.49
SECOND SAMURAI (1 MEG)	20.49
SECRET OF MONKEY ISLAND (1 MEG)	12.99
SECRET OF MONKEY ISLAND 2 (1 MEG)	24.49
SENSIBLE SOCCER ('92/93 SEASON)	13.99
SETTLERS	23.49
SHADOW OF THE BEAST 2 (WITH T-SHIRT)	9.49
SHADOWLANDS	9.49
SHADOWORLDS (N012)	8.99
SILENT SERVICE 2 (1 MEG)	14.49
SIM CITY DELUXE (SIM CITY, FUTURE CITIES & TERRAIN EDITOR)	19.99
SIM CITY/LEMMINGS (NO12) •	19.49
SIMON THE SORCERER (1 MEG)	21.49
SKID MARKS (1 MEG) •	18.49
SLEEPWALKER	12.99
SMASH TV	7.99
SOCCER KID	18.99
SPACE HULK	22.99
SPECIAL FORCES (1 MEG)	10.99
SPEEDBALL 2	8.99
SPIRIT OF EXCALIBUR (1 MEG) (NOP)	9.49
SPORTS MASTERS (PGA GOLF, INDY 500, ADVANTAGE TENNIS, EUROPEAN CHAMPIONSHIP'S 1992) (1 MEG) (NO12)	13.99
STARDUST	12.49
STEVE DAVIS SNOOKER	10.49
STREETFIGHTER 2	11.49
STRIKER (1 MEG)	8.99
STUNT CAR RACER (NO12)	7.99
SUPER CARS 2 (NOP)	9.49
SUPER FROG (1 MEG)	16.99
SUPER HANG ON	7.99
SUPER SPACE INVADERS	9.49
SURBURBAN COMMANDO •	17.99
SWITCHBLADE 2 (NO12)	9.49
SWIV (NOP)	8.99
SYNDICATE (1 MEG)	22.49
T2 (COIN OP) (1 MEG)	20.49
THE BLUE & THE GREY (1 MEG)	18.99
THE LOST TREASURES OF INFOCOM 1 (20 CLASSIC INFOCOM TEXT ADVS)	18.99
THEATRE OF DEATH	20.49
TITUS THE FOX	9.49
TORNADO (1 MEG)	24.99
TROJAN - ALIEX (LIGHT PHAZER GAME)	7.49
TROJAN - FIRESTAR (LIGHT PHAZER GAME)	7.49
TURRICAN 2	7.99
TURRICAN 3 (1 MEG)	17.99
ULTIMA 5 (NO12)	9.99
URIDIUM 2 (1 MEG)	17.99
UTOPIA + DATA DISK	11.99
VIKINGS - FIELD OF CONQUEST (1 MEG)	11.49
VROOM (NO12)	13.49
WALKER	18.49
WAR IN THE GULF	19.99
WARZONE	8.99
WHEN TWO WORLDS WAR (1 MEG)	21.49
WING COMMANDER 1 (1 MEG)	9.99
WINTER OLYMPICS •	21.49
WIZ 'N' LIZ	20.49
WIZ-KID	10.99
WONDERDOG	16.99
WWF WRESTLING (NO12)	8.99
WWF WRESTLING 2 (1 MEG)	8.99
XENON 2 MEGABLAST	8.49
XMAS LEMMINGS	12.99
ZOOL (1 MEG)	10.99
ZOOL 2 (1 MEG)	16.99

AMIGA EDUCATIONAL

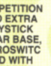
10 OUT OF 10 - DINOSAURS (1 MB, ALL AGES, DISCOVER ALL ABOUT DINOSAURS THE FUN WAY)	17.99
10 OUT OF 10 - EARLY ESSENTIALS (1 MB, AGES 3-7, CREATES AN IDEAL FOUNDATION FOR CHILDREN TO BUILD ON)	17.99
10 OUT OF 10 - ENGLISH (1 MB, AGES 6-16, COVERS MAJOR AREAS OF THE NATIONAL CURRICULUM)	17.99
10 OUT OF 10 - FRENCH (1 MB, AGES 8-16, COVERS MAJOR AREAS OF NATIONAL CURRICULUM ATTAINMENT TARGETS 3&4)	17.99
10 OUT OF 10 - JUNIOR ESSENTIALS (1 MB, AGES 5-11, BUILDING FOUNDATIONS FOR MANY AREAS OF THE NATIONAL CURRICULUM)	17.99
10 OUT OF 10 - MATHS ALGEBRA (1 MB, AGES 6-16, COVERS MAJOR AREAS OF NATIONAL CURRICULUM)	17.99
10 OUT OF 10 - MATHS NUMBERS (1 MB, AGES 6-16, COVERS MAJOR AREAS OF NATIONAL CURRICULUM)	17.99
ADI ENGLISH (11-12 YRS)	16.99
ADI FRENCH (12-13 YRS)	16.99
ADI FRENCH (13-14 YRS)	16.99
ADI FRENCH (14-15 YRS)	17.49
ADI JUNIOR COUNTING (6-7 YRS)	14.49
ADI JUNIOR READING (4-5 YRS)	14.49
ADI JUNIOR READING (6-7 YRS)	14.49
ADI MATHS (11-12 YRS)	16.99
ADI MATHS (12-13 YRS)	16.99
ADI MATHS (13-14 YRS)	16.99
FUN SCHOOL 2 (2-6)	8.49
FUN SCHOOL 2 (6-8)	8.49
FUN SCHOOL 3 (2-5 YRS)	14.49
FUN SCHOOL 3 (5-7 YRS)	14.49
FUN SCHOOL 3 (7+ YRS)	14.49
FUN SCHOOL 4 (2-5 YRS)	16.49
FUN SCHOOL 4 (5-7 YRS)	16.49
FUN SCHOOL 4 (7+ YRS)	16.49
FUN SCHOOL SPECIAL - MERLIN'S MATHS (7-11 YRS)	16.99
FUN SCHOOL SPECIAL - PAINT 'N CREATE EDUCATIONAL ART (5+ YRS)	16.99
FUN SCHOOL SPECIAL - SPELLING FAIR (7-13 YRS)	16.99
MEGA MATHS (A' LEVEL COURSE)	17.99
MICRO ENGLISH (8 YRS TO GCSE. CONFORMS TO NATIONAL CURRICULUM)	17.99
MICRO FRENCH (BEGINNER TO GCSE. CONFORMS TO NATIONAL CURRICULUM). NOW FEATURES REAL SPEECH	17.99
MICRO GERMAN (BEGINNER TO GCSE AND BUSINESS LEVEL. CONFORMS TO NATIONAL CURRICULUM). NOW FEATURES REAL SPEECH	17.99
MICRO MATHS (11 YRS TO GCSE. CONFORMS TO NATIONAL CURRICULUM)	17.99
MICRO SCIENCE (8 YRS TO GCSE. CONFORMS TO NATIONAL CURRICULUM) (1 MB)	17.99
MICRO SPANISH (1 MB). BEGINNER TO GCSE. CONFORMS TO NATIONAL CURRICULUM	17.99
NODDY'S PLAYTIME (EDUCATIONAL PROGRAM FOR CHILDREN AGED 3+) (1 MB)	17.49
NODDY'S BIG ADVENTURE (FOLLOW UP TO NODDY'S PLAYTIME)	17.49

AMIGA UTILITY

DELUXE PAINT 4 (AGA FOR AMIGA 1200 WORKS IN 256 COLOUR AND NEW 8-BIT HAM MODE, 2 DISK DRIVES RECOMMENDED)	60.49
AMOS (GAMES CREATOR)	30.49
AMOS EASY (1 MB, FIRST STEPS TO PROGRAMMING)	22.49
AMOS PROFESSIONAL (1 MB, PROFESSIONAL VERSION OF WORLDS BEST SELLING GAMES CREATOR) MORE COMMANDS, MORE FLEXIBILITY AND BETTER USER INTERFACE	32.49
AMOS PROFESSIONAL COMPILER (COMPILES AND SPEEDS UP PROGRAMS WRITTEN IN AMOS, EASY AMOS OR AMOS PROFESSIONAL)	24.49
DELUXE PAINT 3 (WITH ANIMATION)	9.99
DELUXE PAINT 4 (1 MB) (HAM MODE & ANIMATION)	55.49
HOME ACCOUNTS	7.99
KIND WORDS 3 WORD PROCESSOR (SUPERB FULLY FEATURED PACKAGE FOR LOW PRICE. 2 DISK DRIVES RECOMMENDED)	20.99
MINI OFFICE (1 MB, WORD PROCESSOR, SPREADSHEET, DATABASE AND DISK UTILITIES)	35.49
MONEY MATTERS (HOME ACCOUNTS 3)	37.99
PC TASK (1 MB). GOOD VALUE SIMPLE PC EMULATOR ALLOWING IBM PC APPLICATIONS TO BE USED ON YOUR AMIGA. PLEASE NOTE THAT THIS IS NOT SUITABLE FOR WINDOWS OR HIGH END APPLICATIONS. REQUIRES MS DOS 3.3 OR ABOVE. SUPPORTS HARD DISK DRIVE.	35.99
PEN PAL WORD PROCESSOR	37.99
POWERWORKS (MAXIPLAN PLUS SPREADSHEET, KIND WORDS 2 WORD PROCESSOR INFOFILE DATABASE) (NOP)	18.99
PUBLISHER (PAGE LAYOUT PACKAGE). CAN PRODUCE BLACK AND WHITE NEWSLETTERS, FLYERS, ANNUAL REPORTS AND MAGAZINES. REQUIRES ONE EXTERNAL DISK DRIVE OR HARD DRIVE (1 MB) (NO12)	20.99
WORDWORTH V.2 WORD PROCESSOR (1 MB, AGA COMPATIBLE, 2 DISK DRIVES RECOMMENDED)	71.99

AMIGA CD32 GAMES

ALFRED CHICKEN	18.99
ALIEN BREED S/E + QWAK	17.99
ARABIAN NIGHTS (AGA)	12.99
BURNING RUBBER	21.99
CAPTIVE 2 - LIBERATION •	22.99
CASTLES 2	20.49
CHAOS ENGINE •	17.99
D/GENERATION	18.49
DENNIS •	19.99
DONK	19.99
ELITE 2 •	20.99
FLY HARDER •	12.99
JOHN BARNES	12.99
JURASSIC PARK	25.49
K240 (NAGA)	19.49
LABYRINTH OF TIME •	17.99
LIONHEART •	13.99
LITIL DIVIL	19.99
LORD OF THE RINGS 2	20.49
LOTUS TRILOGY (LOTUS 1, 2, 3)	21.49
MICROCOSM	32.99
NIGEL MANSELL'S WORLD CHAMP'SHIP •	18.99
NO SECOND PRIZE •	13.99
OVERKILL & LUNER-C	20.49
PINBALL FANTASIES	20.99
PIRATES GOLD •	19.99
PROJECT X S/E + F17 CHALLENGE	17.99
ROBOCOD	20.99
RYDER CUP	21.99
SEEK & DESTROY (1 MEG) •	18.49
SENSIBLE SOCCER	17.99
SLEEPWALKER	21.99
TFX	24.99
ULTIMATE BODY BLOWS (BODY BLOWS & BODY BLOWS GALACTIC) •	20.99
URIDIUM 2 •	17.99
ZOOL	19.99
ZOOL 2	19.99


COMPETITION PRO EXTRA JOYSTICK CLEAR BASE, MICROSWITCHED WITH AUTOFIRE
11.49

QUICKSHOT 128F MAVERICK 1 JOYSTICK AUTOFIRE
11.99

QUICKSHOT 137F PYTHON JOYSTICK AUTOFIRE
9.99

FREEWHEEL STEERING WHEEL (DIGITAL)
25.99

SUPER PRO ZIP STICK MICRO - SWITCHED AUTOFIRE
11.99

CHEETAH BUG JOYSTICK MICRO-SWITCHED AUTOFIRE
13.99

QUICKJOY JET FIGHTER JOYSTICK MICRO-SWITCHED AUTOFIRE
11.99

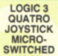
SAITEK MEGAGRIP 2 JOYSTICK AUTOFIRE
11.49

BOLLISTICK HAND HELD JOYSTICK MICRO-SWITCHED AUTOFIRE
10.99

GRAVIS JOYSTICK FOAM PADDED GRIP, ADJUSTABLE HANDLE TENSION AND PROGRAMMABLE FIRE BUTTONS
22.99

KONIX SPEEDKING ANALOGUE JOYSTICK ENABLES PROPORTIONAL CONTROL ON SUITABLE SOFTWARE, AUTOFIRE
11.99

LOGIC 3 PINTO MINI JOYSTICK MICRO-SWITCHED
10.99


LOGIC 3 QUATRO JOYSTICK MICRO-SWITCHED
10.99

MINI COMPETITION PRO 5000 JOYSTICK MICRO-SWITCHED
11.99

POWER PLAY CRUISER TURBO JOYSTICK MICRO-SWITCHED AUTOFIRE
11.49

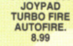
QUICKJOY QJ1 JOYSTICK MICRO-SWITCHED
7.99

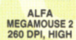
QUICKJOY TOP STAR JOYSTICK MICRO-SWITCHED AUTOFIRE
17.49

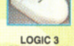
SCORPION JUNIOR JOYSTICK
7.99

SCORPION PLUS JOYSTICK ARCADE STYLE WITH TURBO FIRE.
9.99

SLIKSTIK JOYSTICK
5.99


SWIFT TP200 JOYPAD TURBO FIRE AUTOFIRE.
8.99


ALFA MEGAMOUSE 2 260 DPI, HIGH QUALITY
11.99


LOGIC 3 SPEEDMOUSE
12.99

CD32 11 BUTTON JOYPAD
16.99

MOUSE MAT
4.99

QUICKJOY FOOT PEDAL
18.99

COMMODORE AMIGA A1200

COMPUTER WITH MOUSE, BUILT-IN TV MODULATOR, 2MB RAM EXPANDABLE TO 10MB, WORKBENCH 3.0, 32 BIT MOTOROLA 68020 PROCESSOR RUNNING AT 14MHz. NEW AGA GRAPHICS CHIPSET, 1 YEAR IN-HOME SERVICE WARRANTY

A1200 DESKTOP DYNAMITE PACK
WITH WORDWORTH 2.0 AGA WORD PROCESSOR, DELUXE PAINT IV, PRINT MANAGER, OSCAR & DENNIS. 319.99

A1200 2/0 RACE 'N' CHASE PACK
WITH NIGEL MANSELL & TROLLS 287.99

A1200 2/0 LEMMINGS PACK
WITH LEMMINGS & DELUXE PAINT 3. ....299.99

A1200 2/0 LEMMINGS PACK AS ABOVE WITH INTERNAL 2.5" HARD DRIVES
***PLUS NIGEL MANSELL & TROLLS GAMES*:**

COMPUTER + 64MB INTERNAL 2.5" DRIVE 445.99
COMPUTER + 85MB INTERNAL 2.5" DRIVE 475.99
COMPUTER + 127MB INTERNAL 2.5" DRIVE 515.99
COMPUTER + 209MB INTERNAL 2.5" DRIVE 579.99

OVERDRIVE HARD DRIVES FOR COMMODORE AMIGA A1200

"The fastest drive ever reviewed by CU Amiga"

EXTERNAL DRIVE STYLED TO MATCH AMIGA. PLUGS INTO PCMCIA SLOT. EXTERNAL PSU. WESTERN DIGITAL DRIVE UNIT, 12MS ACCESS TIME. AQ TOOLS AND 1 YEAR WARRANTY.

(NB. NO LONGER INCLUDES CIVILISATION)

OVERDRIVE 130MB HIGH SPEED
HARD DRIVE FOR A1200 (DRIVE MECHANISMS MAY VARY CIRCA 15MS) ...255.99
OVERDRIVE 210MB HIGH SPEED
HARD DRIVE FOR A1200...279.99
OVERDRIVE 250MB HIGH SPEED
HARD DRIVE FOR A1200...299.99
OVERDRIVE 340MB HIGH SPEED
HARD DRIVE FOR A1200...379.99

COMMODORE AMIGA A600

COMPUTER WITH MOUSE, BUILT-IN TV MODULATOR, WORKBENCH 2.0, 1 MB RAM EXPANDABLE TO 10MB. 1 YEAR IN-HOME SERVICE WARRANTY.

AMIGA A600 1/0 LEMMINGS PACK
WITH LEMMINGS, DELUXE PAINT 3, FORMULA ONE GRAND PRIX, PUSHOVER AND PUTTY. 199.99

CHOOSE AN EXCELLENT VALUE SOFTWARE PACK WHEN YOU BUY YOUR AMIGA A1200 OR A600

(OR IF YOU'VE JUST RECENTLY BOUGHT ONE)

CHAOS PACK AGA FOR A1200
CONTAINS CHAOS ENGINE, NICK FALDO GOLF, PINBALL FANTASY AND SYNDICATE 19.99

DESKTOP DYNAMITE SOFTWARE PACK FOR A1200
CONTAINS WORDWORTH 2.0 AGA WORD PROCESSOR, DELUXE PAINT IV, PRINT MANAGER, OSCAR & DENNIS GAMES.......39.99

CHAOS PACK AGA FOR A600
CONTAINS CHAOS ENGINE, NICK FALDO GOLF, PINBALL FANTASY AND SYNDICATE 19.99

COMMODORE AMIGA CD32 DANGEROUS STREETS PACK

FULL MOTION VIDEO CD'S NOW AVAILABLE

INCLUDES WING COMMANDER, OSCAR, DIGGERS AND DANGEROUS STREETS GAMES. CD BASED CONSOLE WITH A1200 32-BIT POWER. 256,000 COLOURS FROM 16.7 MILLION PALETTE, 2 MEG RAM, FAST 14MhZ 68020 CHIP. PLAYS AUDIO CD'S VIA ON SCREEN DISPLAY, CD+G & VIDEO CD'S WITH ADAPTOR AVAILABLE. 279.99

VIDEO CD'S

ANDREW LLOYD WEBBER •............15.99
BLACK RAIN (RATED 18) •................15.99
BON JOVI - KEEP THE FAITH •.........15.99
BRYAN ADAMS • 15.99
CARTOON CARNIVAL (RATED U) •...17.99
FATAL ATTRACTION (RATED 18) •...15.99
GHOST (RATED 15) • 15.99
HUNT FOR RED OCTOBER (RATED 15) •...15.99
NAKED GUN 2 1/2 (RATED 15) • 15.99
RAIDERS OF THE LOST ARK (RATED PG) •15.99
STAR TREK IV (RATED PG) • 15.99
THE CURE • 15.99
THE UNTOUCHABLES (RATED PG) • 15.99
TOP GUN (RATED PG) • 15.99
WAYNE'S WORLD (RATED 15) • 17.99

SCART TELEVISION /MONITORS

SONY KVM1400 14" FST COLOUR TV/ MONITOR+ REMOTE CONTROL.

60 CHANNEL TUNING, REAR SCART INPUT, HEADPHONE SOCKET, TWO POSITION TILT, BLACK TRINITRON SCREEN, LOOP AERIAL.
FREE SCART LEAD (STATE AMIGA, ST, MEGADRIVE OR SNES).
FREE £10 SPECIAL RESERVE GIFT VOUCHER

SONY TV (GREY) 194.99
SONY TV (WHITE) 194.99
SONY TV + FASTEXT 249.99

COMMODORE 1084S COLOUR MONITOR FOR ANY AMIGA
STEREO SOUND, OFFICIAL UK VERSION INCLUDES AMIGA MONITOR LEAD AND 1 YEAR WARRANTY. 195.99

MEMORY UPGRADES

512K AMIGA RAM WITH CLOCK FOR A500 AND A500+ 24.99
AS ABOVE WITHOUT CLOCK...................................19.99
1 MEGABYTE A500 PLUS RAM UPGRADE WITH CLOCK 29.99
1 MEGABYTE A600 RAM UPGRADE WITH CLOCK ...39.99
4 MEGABYTE PCMCIA UPGRADE FOR A600 OR A1200. PLUGS DIRECTLY INTO SMART CARD SLOT. THESE ARE NOT BATTERY BACKED AND CAN'T BE USED AS A DISK, ONLY AS RAM. 169.99

WORK CENTRES

PREMIER CONTROL CENTRE FOR AMIGAS. (STEEL MONITOR STAND WITH EXTRA SHELF FOR EXTERNAL DISK DRIVE AND ACCESSORIES. CUSTOM FIT DESIGN) (DISK DRIVE, MONITOR & COMPUTER NOT INCLUDED)

PREMIER CONTROL CENTRE FOR AMIGA 1200. ...39.99
PREMIER CONTROL CENTRE FOR AMIGA A500 OR A500+. 39.99
PREMIER CONTROL CENTRE FOR AMIGA A600 ...34.99

DISK DRIVES

EXTERNAL 3.5" DISK DRIVE FOR ANY AMIGA WITH SONY/CITIZEN DRIVE MECHANISM. 880K FORMATTED CAPACITY, QUIET, HIGH QUALITY, SLIM LINE DESIGN, COLOUR MATCHED METAL CASE AND LONG REACH CONNECTION CABLE. 52.99

MUSIC & SOUND EQUIPMENT

SCREENBEAT 2 STEREO SPEAKERS 15.99
SCREENBEAT MAINS ADAPTOR FOR SCREENBEAT SPEAKERS 7.99
TECHNOSOUND TURBO 2 SOUND SAMPLER FOR AMIGA. SOFTWARE INCLUDES REAL TIME SPECIAL EFFECTS AND WORKS WITH ANY AMIGA. 1 MB RAM REQUIRED. 26.99
ZYDEC STEREO SPEAKERS FOR AMIGA WITH BUILT-IN AMPLIFIER AND VOLUME CONTROLS 27.99

CD32 ACCESSORIES

COMMODORE FULL MOTION VIDEO-CD MODULE FOR AMIGA CD-32. GIVES CD-32 HIGH QUALITY FULL MOTION VIDEO CAPABILITY FOR MOVIES, MUSIC VIDEOS AND GAMES THAT FEATURE FULL MOTION VIDEO GAMEPLAY. SIMPLY SLOTS INTO BACK OF CD-32. ....199.99
TV LEAD - AMIGA CD-32 TO SVHS TV OR VIDEO 7.99
MONITOR LEAD - AMIGA CD32 TO PHILIPS CM8833 MK2 OR CBM 1084S MONITOR 7.99
SCART LEAD - AMIGA CD32 TO TV WITH SCART INPUT. REQUIRES TV WITH MANUAL SWITCHING SCART CHANNEL. 9.99

LEADS

ANTI-SURGE 4 WAY MULTIPLUG EXTENSION LEAD FOR ANY ELECTRICAL DEVICE (EG. COMPUTER/CONSOLE/VIDEO). PROTECTS YOUR VALUABLE EQUIPMENT AGAINST DAMAGING ELECTRICAL SURGES..........................26.99
RGB EXTENDER CABLE FOR AMIGA 500 OR PLUS. ALLOWS TV MODULATOR TO BE EXTENDED FROM BACK OF MACHINE OR EXTENSION TO RGB MONITOR OR EXTERNAL DISK DRIVE 12.99
SWITCHER LEAD (STRAIGHT THROUGH CABLE). CONNECTS AMIGA, ST OR PC TO SWITCHER BOX. 1.8 METRES PARALLEL (MALE TO MALE 25 WAY D CONNECTORS) 9.99
HI-FI AUDIO LEAD - AMIGA/ST TO STEREO (1.5 METRES, 2 X PHONO PLUGS TO 2 X PHONO PLUGS) 3.99
MONITOR LEAD - AMIGA TO PHILIPS CM8833 MK2 OR CBM 1084S MONITOR 7.99
SCART LEAD - AMIGA TO PHILIPS TV WITH SCART INPUT ...9.99
SCART LEAD - AMIGA TO SONY TV WITH SCART INPUT 9.99
SCART LEAD - AMIGA TO TOSHIBA/HITATCHI TV WITH SCART INPUT 9.99
SCART LEAD - AMIGA TO TV WITH SCART INPUT...................9.99

FOR A FULL RANGE OF LEADS PLEASE CALL 0279 600204

HAND SCANNER

ZYDEC HANDY SCANNER FOR ANY AMIGA. 100-400 DPI HIGH QUALITY RESOLUTION, 64 SIMULATED GREYSCALES, INCLUDES HIGHLY ACCLAIMED DAATASCAN PROFESSIONAL SOFTWARE PACKAGE..99.99

MISCELLANEOUS

CITIZEN PRINTER DRIVER KIT FOR AMIGA. SUITS ALL WORKBENCH VERSIONS FROM 1.3 TO 3.0 ENHANCES PRINT QUALITY FROM CITIZEN SWIFT PRINTERS. GIVES OUTSTANDING RESULTS 12.99
DUST COVER FOR A1200 (CLEAR PVC) 4.99
DUST COVER FOR A600..4.99
DUST COVER FOR AMIGA A500(CLEAR PVC) 4.99
DUST COVER FOR MONITOR (CLEAR PVC) 5.99
ZYDEC AMIGA POWER SUPPLY (SPECIAL COOL RUNNING TRANSFORMER) 32.99
ROBOSHIFT INTERFACE FOR AMIGA (PLUGS MOUSE & JOYSTICK INTO ONE PORT) 12.99

DISK BOXES

DISK BOX 3.5" (120) LOCKABLE, DIVIDERS 9.99
DISK BOX 3.5" PLASTIC FLIP TOP (10 CAPACITY) ...2.49
MEDIA LIFE FILE DRAWER (100 CAPACITY). STACKABLE DESIGN 12.99

BLANK DISKS

PACK OF 10 SONY DOUBLE DENSITY 3.5" DISKS + CASE. WITH LABELS & FREE PLASTIC FLIP TOP DISK BOX 6.99
PACK OF 10 TDK MF-2DD 3.5" DISKS (DSDD BRANDED) 7.99

PRINTERS

CITIZEN SWIFT 90C COLOUR PRINTER
9 PIN, 80 COLUMN, 240CPS/54NLQ, 6NLQ FONTS, 2 YEAR WARRANTY, FREE PRINTER LEAD. A 9 PIN PRINTER WITH COLOUR FACILITY AND FULL PAPER HANDLING FUNCTIONS. 159.99

CITIZEN SWIFT 200C PRINTER + COLOUR KIT
24 PIN, 80 COLUMN, 216CPS/72LQ 6 LQ/1 DRAFT FONT, AUTO SET FACILITY, INPUT DATA BUFFER, AUTO PAPER LOADING, ENVELOPE PRINTING, 2 YEAR WARRANTYFREE PRINTER LEAD. 189.99

EPSON LQ100 PRINTER
24 PIN, 80 COLUMN, 250 CPS/72 LQ, 8 FONTS (2 SCALEABLE), QUIET 50DB NOISE LEVEL, EASY TO USE CONTROL PANEL, FREE PRINTER LEAD. 1 YEAR WARRANTY. EXCEPTIONAL QUALITY LOW COST 24 PIN PRINTER 164.99

PANASONIC KXP2123 COLOUR PRINTER
24 PIN, 80 COLUMN, 192 CPS/64LQ, 7 FONTS (1 SCALEABLE), EXTREMELY QUIET 43.5 DBA NOISE LEVEL, FREE PRINTER LEAD, 1 YEAR WARRANTY. ONE OF THE QUIETEST DOT MATRIX PRINTERS ON THE MARKET...214.99

DSDD 3.5" DISKS WITH LABELS

PACK OF 50
22.99

Special Reserve
The Games Club

Special Reserve members can have all this.. can YOU?

- **READ "NRG" Regular Club Magazine**
- **CHOOSE from our Huge Selection**
- **BUY at Best Possible Prices**
- **SAVE with our Special Deals**
- **SAVE more with our XS Coupons**
- **WIN up to £10,000 worth of prizes FREE**

JOIN now from just £4.00

We only supply members but you can order as you join

There's no obligation to buy and you can be any age. Just send in the form below or phone Sales on **0279 600204**.

As a member of Special Reserve you'll receive regular issues of NRG magazine. NRG is our 48 page colour club magazine sent bi-monthly only to Special Reserve members. NRG contains:

1. The best selection of games, peripherals and hardware for all popular formats. We are official Sega, Nintendo and Sony stockists.
2. Reviews in colour and latest information on new products
3. Charts and Release Schedule, to help you choose and plan
4. The best prices. Just one purchase will save you your joining fee
5. Hundreds of Special Offers. Top games at prices you won't believe
6. XS Super Savers. Money-off coupons worth over £180 a year
7. **BIG £10,000 TARGET PRIZE COMPETITIONS**. In every issue of NRG, exclusive to members, free to enter!

That's why over 200,000 people have joined Special Reserve, the biggest games club in the World!

0279 600204

OPEN 10am til 8pm Seven Days a Week!
Order/Confirmation/Receipt sent for every order.
You can also Fax your order to us on: 0279 726842

We pride ourselves on our after-sales service. (18 customer service lines) Inevitably some games listed may not yet be available. Please phone sales on 0279 600204 to check availability before ordering. In the event of delay we issue refunds on request at any time prior to despatch. We reserve the right to change prices without prior notification. E .& O.E.

SAWBRIDGEWORTH SHOP
2 South Block, The Maltings
Sawbridgeworth, Herts

CHELMSFORD SHOP
43 Broomfield Road,
Chelmsford, Essex

CLUB SHOPS OPEN 10am til 8pm SEVEN DAYS A WEEK.
Registered Office: Inter-Mediates Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG.
All prices include VAT and carriage to UK mainland. See base of order form for overseas surcharges. We supply hardware only to UK mainland addresses.

MEMBERSHIP FEES	6 MONTHS TRIAL MEMBERSHIP	ONE YEAR ANNUAL MEMBERSHIP	TWO YEARS WITH FREE HARD BINDER
UK MEMBERS	**4.00**	**7.00**	**14.00**
OVERSEAS EC MEMBERS	6.00	9.00	18.00
OVERSEAS WORLD MEMBERS	7.00	11.00	22.00

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.
THERE ARE NO SURCHARGES ON TELEPHONED ORDERS (UK)
(PLEASE PRINT IN BLOCK CAPITALS) **PERT**

Name____________________________________

Address__________________________________

____

________________________Postcode ____________

Phone _________________Machine________________

Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 7.00) ☐

item____________________________________

item____________________________________

item____________________________________

item____________________________________

ALL PRICES INCLUDE UK POSTAGE & VAT £

Cheque/P.O./Access/Mastercard/Switch/Visa (Switch Issue No______)

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Card
expiry date__________Signature____________________

Cheques payable to: **SPECIAL RESERVE**
P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders Surcharge (EC or World): **Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only.**
Overseas orders must be paid by credit card.

We only supply official UK products. Official suppliers of all leading brands. We sell games and peripherals all at amazing prices for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, PC, CD ROM and Apple Mac.

THE SHAPE OF THINGS TO COME

Here's as fine a collection of games that we probably won't see for years as we always have. *(What? – Ed)*

ZEEW

Game: Zeewolf
Publishers: Binary Asylum
Authors: Andy Wilton, Andy Smith
ETA: Mid – Late 94

Briefly: One of the criticisms frequently thrown at games journos by software houses is that they don't realise just how difficult it is to write a game, never mind publish a marketable product. In some instances they have a fair point, even if you do only ever tend to hear this sort of whinging when a game has picked up a low score. But anyway.

Binary Asylum is three ex-Future Publishing (home of AMIGA POWER) journos and an ex-MicroProse programmer who are set to show the software publishing world how to do things with their 3D helicopter shoot-em-up.

The Creators Speak:
We all love helicopters at AMIGA POWER; the *Desert Strike* Apache, the *Seek And Destroy* Apache and the *Gunship 2000* Blackhawk, Super Cobra, Defender, Kiowa Warrior and surprise of surprises, Apache. That's why I was pleased to be the one ordered to reconnoitre Asylum's offices in Bath. Luckily, they're literally round the corner from the AP office, so, rather than spending half the day travelling to some remote part of the country, most of my time was spent assessing *Zeewolf* being put through its incomplete paces.

Zeewolf looks very similar to the age-old 3D shoot-em-up classic *Virus*, which took the embryonic ST/Amiga world by storm a few years back. Rather than flying a spaceship though, *Zeewolf* puts you in charge of a non-specific attack helicopter. As with *Virus*, the terrain consists of an undulating patchwork landscape which has an eerily hypnotic motion.

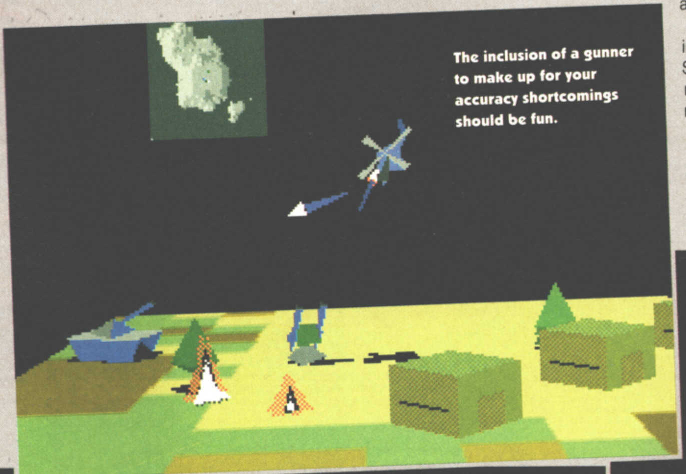
> **"The intelligent man's *Desert Strike*"**

One of the main criticisms of *Virus* was the sparsely-populated game world, but *Zeewolf*'s strange world is crammed with a plethora of attack and defence vehicles; helicopters, tanks, missile launchers, swim tanks, patrol boats, mobile anti-aircraft personnel etc. There are going to be around 32 missions which can be completed according to the best strategy that the player can implement. "There is no set way in which a mission can be completed."

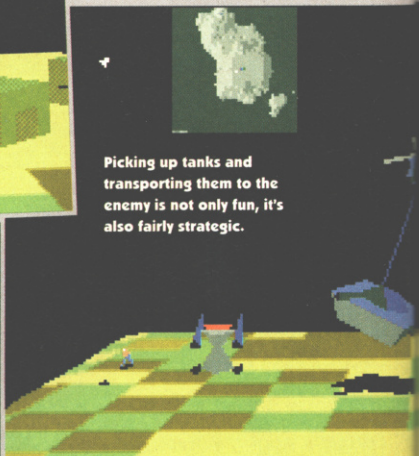
"*Zeewolf* could be thought of as the intelligent man's *Desert Strike*" said Andy Smith, one of Binary Asylum's founding members. "It's less linear and gives a lot more choice of action to the player".

And?

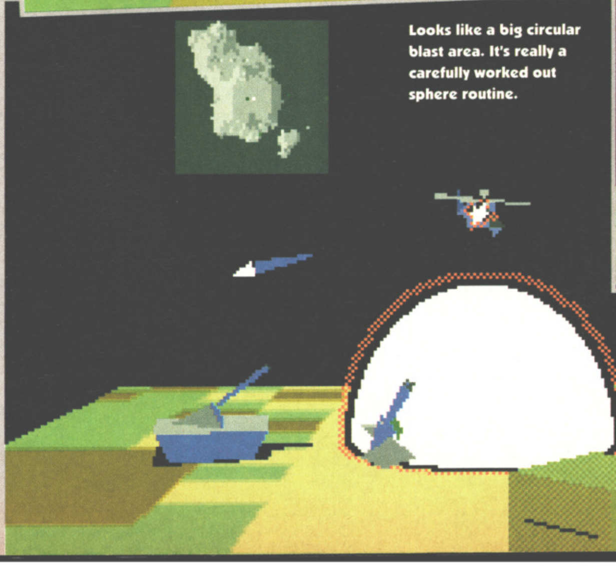
"Well for a start, unusually for a 3D game, there are 32 colours on screen at any one time." Apparently, with a 3D game, if more than 16 colours are used,



The inclusion of a gunner to make up for your accuracy shortcomings should be fun.

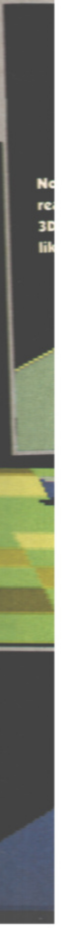


Picking up tanks and transporting them to the enemy is not only fun, it's also fairly strategic.



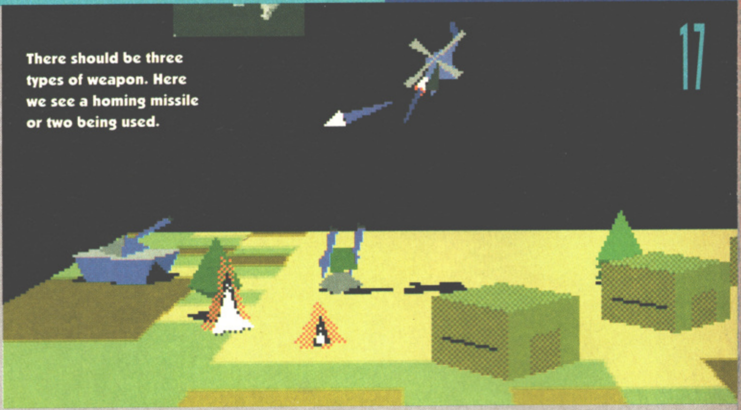
Looks like a big circular blast area. It's really a carefully worked out sphere routine.

you can
a rate of
Due
programm
managec
to arounc
you're nc
if any at
very quic
The
touches
smoother
When An
me, I look
finally, cu
had to as
talking ab
"Yo
registerin
colour m
colour. Th
when you
motion in
ends up l
phenome
Zeewolf u



No
rea
3D
lik

OLF


There should be three types of weapon. Here we see a homing missile or two being used.

you can expect the game to slow down at a rate of around 25 per cent.

Due to more than a couple of smart programming tricks, Andy Wilton has managed to cut the speed reduction down to around 5 per cent. In other words, you're not going to notice much difference, if any at all, while engaged in play. It runs very quickly anyway.

The landscape has some nice little touches to make it look it nicer and smoother. Namely, it's colour interpolated. When Andy Smith first mentioned this to me, I looked knowledgably wise, until finally, curiosity getting the better of me, I had to ask him just what the hell he was talking about.

"Your brain is very good at registering edges when a shape of one colour meets another shape of a different colour. The whole process is aggravated when you complicate the matter by putting motion into it. Inevitably, the whole thing ends up looking horrible. This phenomenon could have rendered *Zeewolf* unplayable. Colour interpolation is similar to anti-aliasing ie. when two edges meet, you use a compromise colour whose value lies somewhere between the values of the two contrasting colours. This creates a smoothing effect and basically makes everything look hunky dory. If you look carefully at the patchwork on the landscape (you've got to pause it to see this) you'll see that the colour interpolation is indeed there on the edge of every adjacent shape."

Okay, what else makes *Zeewolf* stand out from the crowd? "The helicopter is the first to use inertia in its flight. The actual mechanics are derived from basic O level physics, the chopper uses translational lift to fly and acts much like a rotor blade-driven craft would in ideal circumstances."

"But this stuff is all game mechanics" stated Andy. "We know that you've got to have good mechanics, but the most important thing to us is that the game plays well. Playability is the most important factor."

From this statement of conviction, Andy began playing the game. At the moment, control is mouse driven only. Andy went to great pains to convince me that mouse control, after the initial steep getting-used-to curve, becomes intuitive. While I've no doubt that it does, I do remember giving up on *Virus* due to the same type of control system. I always found that in moments of panic, such as attacks from more than one craft, I inevitably over-compensated with my wrist movement and ended up crashing into the ground. You also have to keep the mouse scrupulously clean or everything goes to pot *(Also true of, say,* Cannon Fodder, *if we're being scrupulously fair. – Ed).*

"What else makes *Zeewolf* stand out from the crowd?"

Thankfully, Asylum accept that some slackers (such as myself) won't be capable of controlling the craft using the mouse alone. Joystick and keyboard options will also be made available at the time of release.

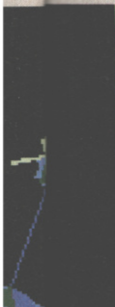
Andy made the flying look really easy. *(Ha. So did the authors of* Jetstrike. *– Ed)* As he flew, he explained that none of the missions had been finalised. There are plenty of ideas, "it's just really a case of putting them into the game." He emphasised again that each mission will be set up in an open-ended manner allowing completion in a multitude of ways.

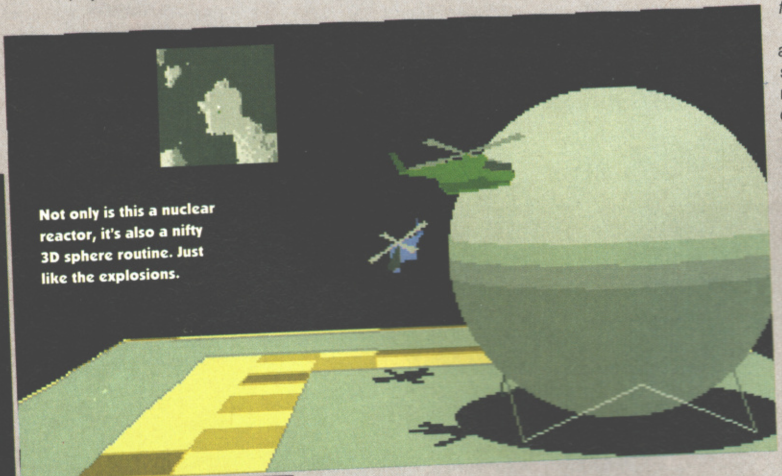
One of the features that he showed me as he flew was the ability to pick up allied combat vehicles, fly with them to whatever destination you choose, and release them. "Some missions will be virtually impossible to complete unless you do this" ie. some enemy bases are so heavily defended that the helicopter wouldn't last five minutes without support.

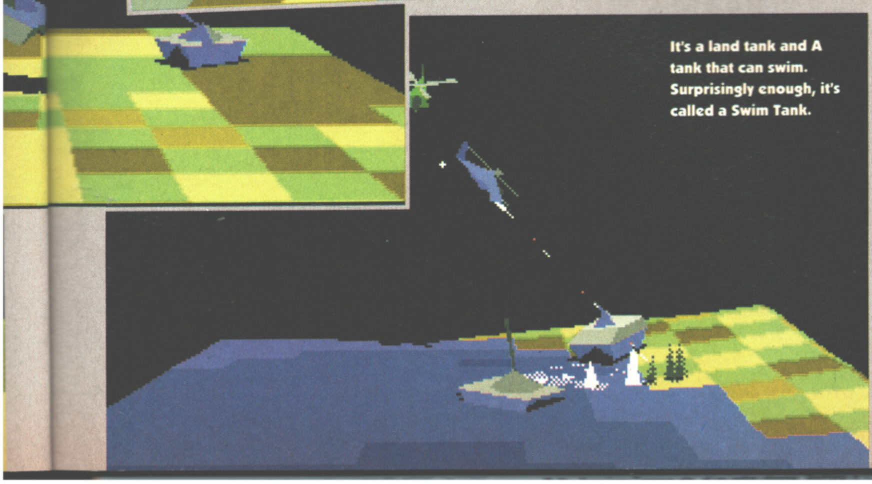
Verdict: The terrain is impressive, but one of the criticisms I can see plaguing the game is the vision limitation, ie you can't see very far ahead. Instead, you have to rely on the radar until you're basically on top of the enemy. At the moment firing and destroying is particularly difficult due to the accuracy needed. Andy assured me that this was being dealt with. "We're going to include some kind of co-pilot so that there will be a reasonable tolerance before a shot is considered a miss."

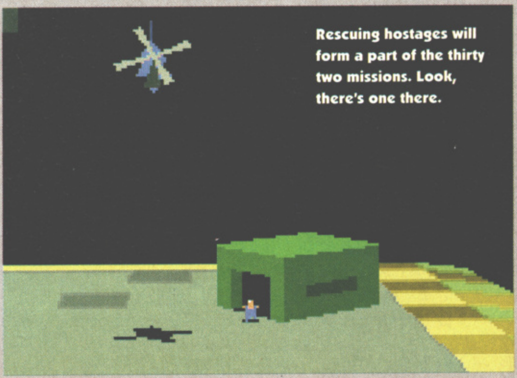
As became clear in our discussion, there are many final touches still to be put in. There's also going to be a period of intensive game testing. When pressed on a release date, Andy became a little testy. "We have to get this right. The only firm thing I can say is that it will be some time in late 94." With that ringing in my ears, all that's left to say is that it can't come soon enough for us. The more decent helicopter sims with large explosions, the better.

● ***STEVE McGILL***

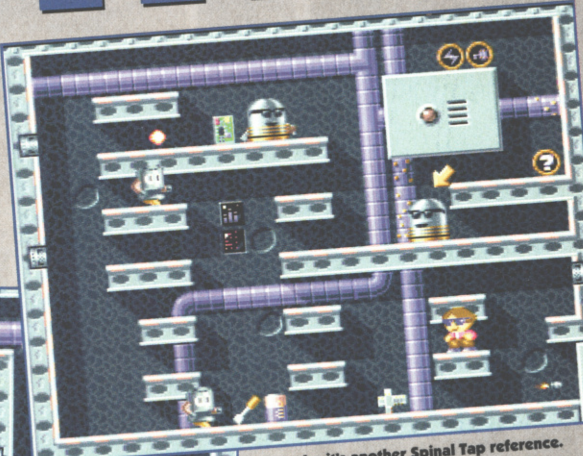



Not only is this a nuclear reactor, it's also a nifty 3D sphere routine. Just like the explosions.

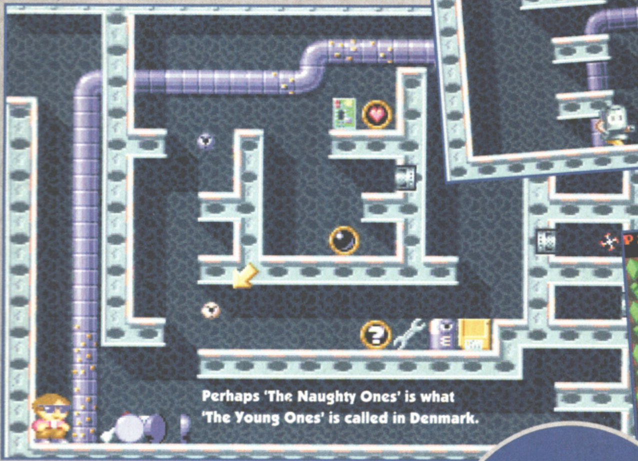

It's a land tank and A tank that can swim. Surprisingly enough, it's called a Swim Tank.


Rescuing hostages will form a part of the thirty two missions. Look, there's one there.

NAUGHTY ONES



Or maybe it's another Spinal Tap reference. "Saucy Jack, he's a naughty one." And so on.



Perhaps 'The Naughty Ones' is what 'The Young Ones' is called in Denmark.

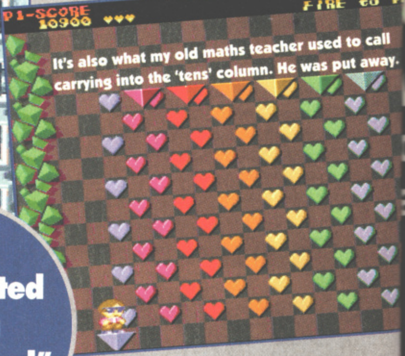
Game: Naughty Ones
Publisher: Kompart
Authors: Melon Dezign and Interactivision
ETA: March

Briefly: It's an arcade platform game.

Not quite so briefly: It's out of the *Rick Dangerous* college of games. You guide your chap about the screen avoiding an assortment of nasties. When you've collected all the collectables the door to the next screen opens up. Simple. Sounds easy, right? Well it would be, if some devious swine hadn't set up a series of difficult jumps and convoluted paths through each screen and then infested the place with assorted malevolent nasties that troll around the screen dispensing death to all they touch. Are we put off? Not a bit, we relish the challenge. Press the fire button and a little blue ball arcs gracefully into the air and bounces around, dealing out a kicking to the various hostile inhabitants. Collect certain power-ups for more devastating weapons. Got the picture? Timing and dexterity are critical. There's a two-player mode, all you need is another joystick and a friend.

The creators speak:
Q: Who are you?
A: The team are: programmer Jacob Gorn Hansen, graphic artist Henrik Lund Mikkelsen, musician Martin Agger and producer Claus Michelesen.
Q: How did you come to be working on *Naughty Ones* and what are you going to do afterwards?
A: *Naughty Ones* has mainly been developed by Melon Dezign, a demo group founded two years ago by Jacob and Henrik. Melon Dezign were originally a demo group and have a couple of demos under their belt, each with a distinctly melon-y theme. Previous to that they had both been involved in various demo groups. They quit the demo scene to work on *Naughty Ones*. When the game is finished Jacob is going to continue his Computer Science studies and Henrik is going to the Caribbean to find himself a wealthy wife. Martin the musician is now working in England, doing bits and pieces for English software houses, plus working as a bartender. Interactivision and Melon Dezign have already started work on a sequel.
Q: Bit of an odd title, isn't it? Is it a result of translation or did you decide on it because it's got that sort of cute appeal?
A: Nobody can remember exactly where it came from. It is diluted from a Danish word which describes the characters you guide through the game as not being afraid of a challenge and that can also get themselves into trouble.
Q: If you were washed up on a desert island, what vital items from civilisation would you like to be washed up on the beach next to you?
A: A mobile phone, a crate of champers, an Amiga CD32 running *Naughty Ones* and Cindy Crawford.

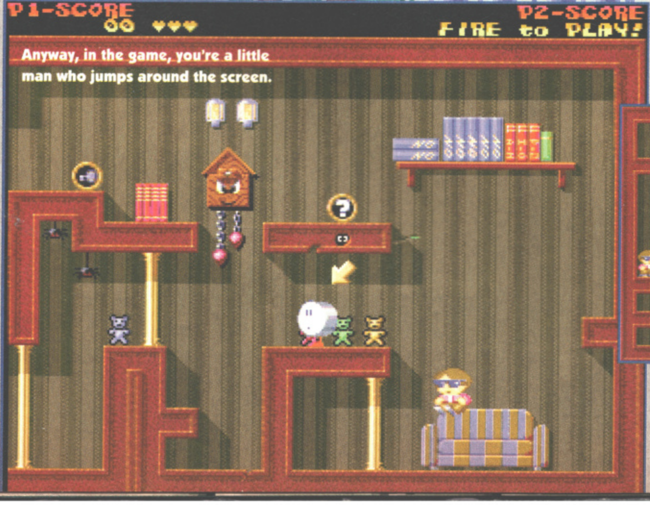
"It is diluted from a Danish word"



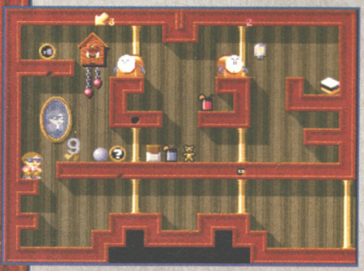
It's also what my old maths teacher used to call carrying into the 'tens' column. He was put away.

Q: What's going to be the real hook of this game that'll convince people to get it rather than another cutesy platform game?
A: Great gameplay. Once people try it they will continue to play for a long time. The great thing about the gameplay is the puzzles and the feeling when you guide your chap through the five worlds of *Naughty Ones*. There are more then 75 game screens, there's a lot of game time in *Naughty Ones*.
Q: Any plans for a follow up, perhaps *Timid Ones* or *Psychopathic Ones?*
A: We are thinking about a sequel, it hasn't been decided what to call it yet.
Q: And finally, what's the naughtiest thing you've ever done?
A: Wearing my underpants inside out? No, *Naughty Ones* of course!

Verdict so far: From what we've seen, your joystick-manipulating skills are going to get stretched to their limits. You have to figure out how to reach the collectables and avoid the numerous ways to die. Timing, oh, the secret is in your... timing. Especially trying to get past the drips that fall from the ceiling and those darned horizontally-firing guns. A game from the old school, no mass of icons to wade through or complex controls to master, just straight arcade skills. Our joysticks await.
● *CHRIS LLOYD*



Anyway, in the game, you're a little man who jumps around the screen.



Am I allowed to use my "Am I allowed to use my 'huge melons' joke?" joke, please?

SEGA ZONE

March 1994 Issue 17 Look at it our way £2.50

Saturn Revealed!

Why Sega's next console will run rings around the rest...

SCOOP! The latest specs - and the pictures Sega don't want you to see!

On Sale Thursday 24 February

How to win at NBA Jam

The Best Reviews
Sonic 3, Barkley: Shut Up and Jam, Double Switch, Dragon's Lair CD, Prince of Persia, Jurassic Park CD, Castlevania, Mutant League Hockey, Ground Zero Texas and more!

Future Publishing
Your guarantee of value

03
9 770967 729023

YOUR MEGA DRIVE & MEGA-CD GUIDE

DIRECT SOFTWARE

DEPARTMENT AMP03SC, UNIT 3, CROSSKEYS SHOPPING MALL,
St NEOTS, CAMBRIDGESHIRE PE19 2AU

ORDER HOTLINE
0908 379550

AMIGA TITLES

A Train Construction Set	9.99
A320 Airbus U.S.	21.99
A320 SPP Trainers	21.99
Action Sport	19.99
Airbucks 1-2	19.99
Airbucks 1-2 (1200)	22.99
Alfred Chicken (1200)	16.99
Ambermoon	19.99
Apocalypse	16.99
Aquadventure	9.99
Armour Geddon 2	15.99
Arsenal	16.99
Atac	22.99
Award Winners 2	19.99
Bards Tale Trilogy	22.99
Battle Isle 93	16.99
Battlechess	10.99
Beneath Steel Sky	19.99
Benefactor	19.99
Benefactor (1200)	16.99
Blade of Destiny	25.99
Blues Brothers	8.99
Bobs Bad Day	16.99
Brian the Lion	16.99
Bubba 'N' Stix	16.99
Burning Rubber (1200)	16.99
Caesar Deluxe	19.99
Campaign 2	22.99
Captive 2	19.99
Cartoon Racer	16.99
Castle 2 (1200)	22.99
Celtic Legends	19.99
Champ Man Italia	19.99
Chuck Rock 2	16.99
Civilisation (1200)	25.99
Combat Air Patrol	19.99
Cool Spot	19.99
Cosmic Spacehead	16.99
Creepers	19.99
Curse of Enchantia	12.99
Cyber Punks	16.99
Cybercon 3 (XL)	8.99
Cyberspace	22.99
D Generation	10.99
Dalek Attack 30th Anniversary	15.99
Darkmere	19.99
Deluxe Music Construction Set	57.99
Dennis	16.99
Dennis (1200)	17.99
Devious Designs	9.99
Diggers	19.99
Dinosaur Detective Agency	10.99
Dinoworlds	19.99
Donk	16.99
Doodlebug	10.99
Dracula	19.99
Dreamlands	19.99
Dreamweb	22.99
Dune 2	17.99
Elfmania	16.99
Euorpean Champions (A1200)	16.99
Excellent Games (Compilation)	22.99
Eye of the Beholder 2 (1 Meg)	23.99
F1	16.99
F16 Strike Eagle 2 (1 meg)	14.99
Fantastic Dizzy	16.99
Fatal Strokes	19.99
Fire and Ice	16.99
Flight of the Intruder	9.99
Forms Grand Prix	16.99
Formula 1 Grand Prix	23.99
Formula One Manager	19.99
G2	16.99
Games Machine	19.99
Gauntlet 2	7.99
Genesia	19.99
Global Combination	22.99
Global Gladiators	16.99
Globdual	19.99
Goblins 3	22.99
Gulp	19.99
Gunship (XL)	8.99
Hanna Barbera Animation	31.99
Heroes Quest 2 Legacy	16.99
Indianapolis 500	8.99
Innocent	22.99
Ishar 2	19.99
Jack the Ripper	28.99
Jaguar XJ220 (1 Meg)	9.99
James Pond 3	19.99
James Pond 3 (1200)	19.99
Jetstrike	16.99
Jimmy Whites Snooker (Bundle)	7.99
John Maddens Football	16.99

TOP 50 TITLES

A-Train	22.99
Alien 3	16.99
Alien Breed 2	16.99
Alien Breed 2 (1200)	19.99
Body Blows	17.99
Body Blows Galactic	17.99
Body Blows Galactic (1200)	19.99
Brutal Sports Football	16.99
Burning Rubber	16.99
Championship Manager 93	16.99
Chaos Engine	16.99
Chaos Engine (1200)	16.99
Chess Champion	12.99
Combat Classics 2	19.99
Desert Strike	19.99
Disposable Hero	16.99
Duggies (A1200)	22.99
Dune 2	19.99
European Champions	16.99
F117A Knighthawk	22.99
Flashback	19.99
Frontier (Elite 2)	21.99
Fury of Furries	19.99
Goal	12.99
Graham Gooch 2nd Innings	11.99
Graham Gooch World Cricket	19.99
Gunship 2000	22.99
Hired Guns	22.99
Jurassic Park	16.99
Jurassic Park (1200)	18.99
Krusty's Fun House	16.99
Lords of Power	22.99
Magic Boy	16.99
Micro Machines	16.99
Monkey Island 2	24.99
Pinball Double Pack	22.99
Pinball Fantasies (1200)	19.99
Sensible Soccer 92/93	16.99
Simpsons & World	16.99
Soccer Kid (A1200)	19.99
Space Hulk	22.99
Sports Top Ten	19.99
Streetfighter 2	9.99
Syndicate	22.99
Ten Intel Games	19.99
Terminator 2 Arcade	12.99
Theatre of Death	19.99
Uridium 2	16.99
Wonder Dog	16.99
Zool 2 (1200)	16.99

BLANK DISKS
20.....£8.00 100..£30.00
50...£17.00 250..£70.00
Please add £3.00 P+P on all blank disk orders in the UK

PACK 1
JIMMY WHITES,
NIGEL MANSELL
FOFT £15.99

PACK 2
ZOOL, THUNDERSTRIKE,
CLOUD KINGDOM,
COMBO RACER £15.99

FRONTIER (ELITE 2)
£21.99

MORTAL KOMBAT
£19.99

JURASSIC PARK
£16.99

ALIEN 3
£16.99

CANNON FODDER
£19.99

T.F.X.
£22.99

LEMMINGS 2
£14.99

PREMIER MANAGER 2
£14.99

ZOOL 2
£14.99

UTILITIES

Amos 3D (Req Amos)	22.99
Amos Compiler(Req Amos)	19.99
Amos Easy	22.99
Amos Professional	32.99
Amos Professional Compiler	24.99
Disk Box 80 Capacity	5.99
Deluxe Paint 4 (1 Meg)	55.49
Deluxe Paint 4 (AGA)	60.49
External Disk Drive	49.99
Home Accounts 2	34.99
Kindwords 3 Wordprocessor	29.99
Lockable Disk Box 80 Capacity	5.99
Maxi Plan 4	29.99
Mini Office (Word Processor, Spreadsheet, Database and Disk Utilities)	35.99
Mousemat	2.00
The Publisher	29.99
Wordworth V2	76.49

EDUCATIONAL

ADI English (11-12)	16.99
ADI French (12-13)	16.99
ADI French (13-14)	16.99
ADI Junior Counting (6-7)	14.99
ADI Junior Reading (4-5)	14.99
ADI Junior Reading (6-7)	14.99
ADI Maths (11-12)	16.99
ADI Maths (12-13)	16.99
ADI Maths (13-14)	16.99
Fun School 3 (2-5)	14.49
Fun School 3 (5-7)	14.49
Fun School 3 (7+)	14.49
Fun School 4 (2-5)	16.49
Fun School 4 (5-7)	16.49
Fun School 4 Over 7	16.49
Megamaths A Level	17.49
Merlin Maths (7-11)	16.99
Micro English	17.49
Micro French	17.49
Micro German	17.49
Micro Spanish	17.49
Micro Maths	17.49
Micro Science	17.49
Paint & Create (5+4)	16.99
Spelling Fair (7-13)	16.99

AMIGA TITLES

K240	19.99
Kawasaki Team Green	16.99
Kick Off 2 (1 Meg)	8.99
Kingdom of Germany	19.99
Kingmaker	22.99
Kings Quest 6	22.99
Kit Vicious	16.99
Lambourgini	16.99
Legacy of Sorasil	16.99
Lord of the Rings 2	19.99
Lotus Trilogy	19.99
Maelstrom	22.99
Man. Unt. Premier Championship	19.99
Mario is Missing	19.99
Mean Arenas	16.99
Mico English (6-GCSE)	19.99
Microcosm	19.99
Monopoly	18.99
Morph (1200)	19.99
Mr Nutz (1200)	17.99
Mr Nutz (600)	16.99
Nick Faldos Golf	18.99
Nigel Mansell Grand Prix	14.99
Nobby the Ardvark	16.99
Noddy's Big Adventure	16.99
One Step Beyond	12.99
Oscar	16.99
Oscar (A1200)	16.99
Overdrive	16.99
Overkill	12.99
PGA Tour Golf + Courses	18.99
Paint & Create	18.99
Paperboy 2	6.99
Pinball Dreams	15.99
Populous 2	14.99
Populous 2 (1 Meg)	18.99
Populous 2 + Data Disk	21.99
Populous/Sim City	16.99
Powerhits	19.99
Predator 2	5.99
Prehistorik 2	16.99
Premier Manager	9.99
Primemover	19.99
Prince of Persia	9.99
Puggsy	19.99
Rally	16.99
Rampart	15.99
Realm of Darkness	16.99
Roadrash	19.99
Ryder Cup	16.99
Ryder Cup (A1200)	16.99
Sabre Team	15.99
Sea Air Rescue	22.99
Second Samurai	19.99
Seventh Sword of Mendor	16.99
Silent Service 2 (1 Meg)	22.99
Sim City /Lemmings	19.99
Sim City Deluxe	22.99
Sim City Terrain Editor	8.99
Simlife	22.99
Simon the Sorceror	25.99
Soccer	22.99
Soccer Kid	16.99
Sorcerer (1200)	25.99
Space Adventure	22.99
Spritz Paint	5.99
Star Trek 25th Anniversary (1200)	22.99
Strike Squad	22.99
Super Hero	19.99
Super League Manager	16.99
T.F.X. (1200)	21.99
Tensai	16.99
Terminator 2	18.99
Tornado	22.99
Total Carnage	18.99
Tracksuit Manager 94	15.99
Turrican 3 (A1200)	16.99
Turrican 3 (A600)	16.99
Twilight 2000	22.99
Twilight 2000 (1200)	22.99
U96	22.99
UMS Compilation	28.99
Ultima 5	9.99
Ultimate Pinball	19.99
WWF Wrestling 2	15.99
Walker	18.99
War in the Gulf	21.99
Western Front	19.99
Wing Commander	19.99
Winter Olympics	21.99
Wiz + Liz	19.99
Wiz Kid	18.99
Wolf Child	11.99
Wren 2 Worlds War	19.99
Zool	9.99

Please charge my Access/Visa No: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Expiry Date: ☐☐/☐☐

ORDER FORM

VISA MasterCard Access

Please supply me with the following for
Computer ....

TITLES	PRICE
POST + PACKAGING	
TOTAL	

CUSTOMER NUMBER

DATE:

NAME:

ADDRESS:

POST CODE:

TEL:

AMIGA POWER MARCH 1994

Please make cheques and P.O payable to:-
DIRECT SOFTWARE, DEPARTMENT AMP03SC
UNIT 3, CROSSKEYS SHOPPING MALL,
ST NEOTS, CAMBRIDGESHIRE PE19 2AU.

POST & PACKING:
UK £1.00 per item, EEC £3.00 per item,
Non EEC £4.50 per item.

All items subject to availability. All prices subject to change without notice. E&OE. Please note: Mail Order companies may take up to 28 days to deliver goods from receipt of order.
Please allow for cheque clearance.

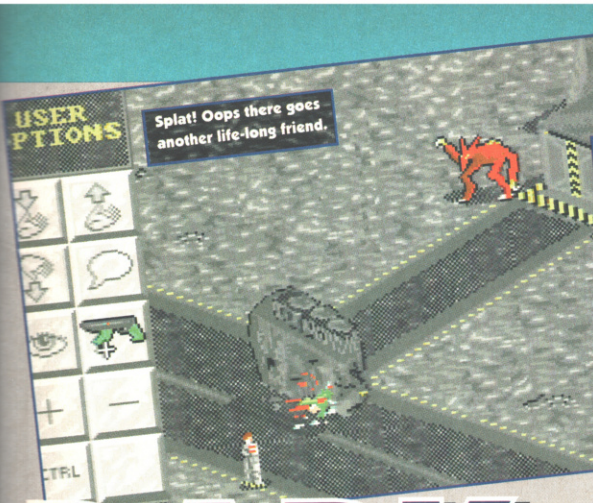
USER
PTIONS
TRL

D

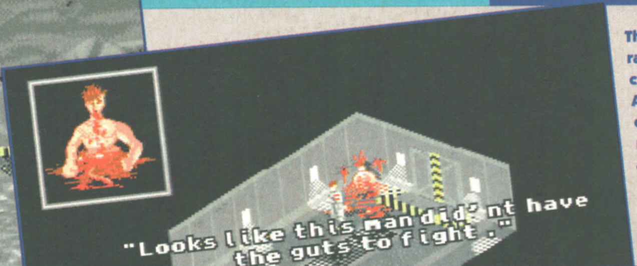
Game
Publis
Autho
Chris E
ETA:

Briefly: S
Stephen H
then film i
dearly lov
'colonists'
and shock
War exper
Trocadero
intense is
to the com
of Messer
and Came
writing a g
much bas
inspired b
not the firs
someone'
should be
and when
the answe
but also t
The crea
with Step
Mission a
what I'm c
I've decid
I'm adding
player mo
you highli
makes it l

Brian th
asking



Splat! Oops there goes another life-long friend.



This picture raised a hearty cheer in the AMIGA POWER office as we realised that art was not dead – hooray!

DARK MISSION

Scary Monsters and Super Creeps – eh?

Splurge – Another one bites the dust.

Game: Dark Mission
Publisher: GKS Design
Authors: Stephen Haunts, Chris Bundell
ETA: March/April

Briefly: Student and programmer Stephen Haunts loves Aliens. He's seen then film innumerable times, and would dearly love to be one of the 'colonists' that gets spooked and shocked at the Alien War experience at the Trocadero in London. So intense is his dedication to the combined works of Messers Giger, Scott and Cameron that he's writing a game not so much based on as heavily inspired by them. Okay, so it's not the first or last time that someone's done this. So the questions we should be asking are how, why, where and when? Step this way to not only find the answers to these far reaching issues, but also to meet the team...

The creators speak: We caught up with Stephen's progress in creating *Dark Mission* at a bit of a crossroads. "I know what I'm doing when I play the game, but I've decided that most people wouldn't, so I'm adding a small text window to give the player more information on objects that you highlight with the mouse pointer. This makes it look more like an adventure than an action game, but I'm aiming to have an equal amount of both game types."

Each room or open area is displayed in isometric 3D, giving the game a look very similar to *Worlds Of Legend* from Mindscape. You've only got one player though, which kind of makes you question the logic of sending a single marine to a colony that appears to have been wiped out by aliens. Thankfully though, you also start the game with all manner of fearsome nasty-blasting firepower, which helps to redress the balance between you and several hundred aliens.

Stephen again: "The adventure aspect comes in the form of solving problems, but since there's aliens all over the place, there's plenty of shooting along the way. Most of the equipment can be destroyed by gunfire too, so if you're the destructive type, you can go round and blast everything. The first problem's to stop the damaged reactors from exploding, but since there are four of them, and they're all damaged or malfunctioning in different ways, each one requires a different approach. After that, you go on to rescue captured colonists and destroying pockets of aliens."

> "Complete, original games at about fourteen pounds"

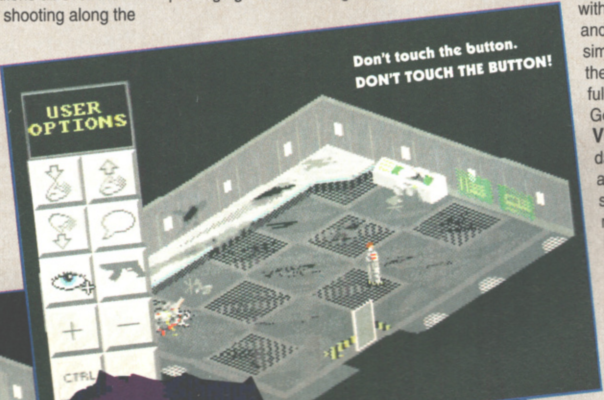
The PC version's already finished, but rather than just port it across directly, Stephen's changed the layouts of all the levels and come up with new missions, making the Amiga version an entirely different game based on the same game engine.

This sort of sensible thinking is part of the GKS idea, says Kevin Kennard of the new production team, GKS Design. "We think it's stupid that major software houses charge so much for games and put them in ridiculous amounts of packaging. The first thing most people do is throw the box away and put the game in a disk box, so we've decided to produce our games with just the disks and instructions. By doing this and selling the game directly through mail order, we're going to be able to put out complete, original games at about fourteen pounds."

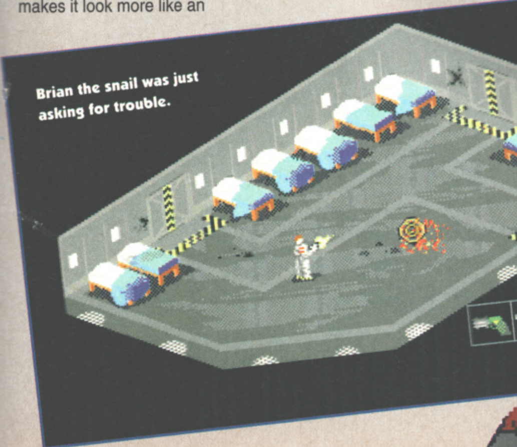
Stephen's just one of GKS Design's programmers, and after *Dark Mission*'s out, he's planning on coming up with a Vietnam based wargame and an ambitious 3D adventure similar to *Alone In The Dark* on the PC, launching him into a full time programming career. Good luck to him.

Verdict so far: It's early days yet, both for the game and GKS Design, but things seem to be troddling along nicely for both. From what I've seen, £14 seems the right sort of price for *Dark Mission*, and both programmer and the business people have got some good ideas about their fledgling company, so we can only hope that this new company will start to inject fresh ideas into the Amiga games scene at a time when some of the larger operators are pulling out of this market. How successful GKS are depends on the quality of their games and the depth of their commitment.

● *CAM WINSTANLEY*

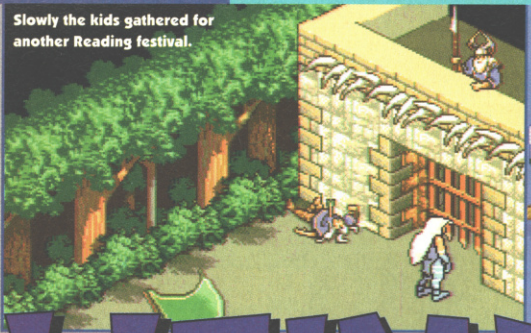


Don't touch the button. DON'T TOUCH THE BUTTON!

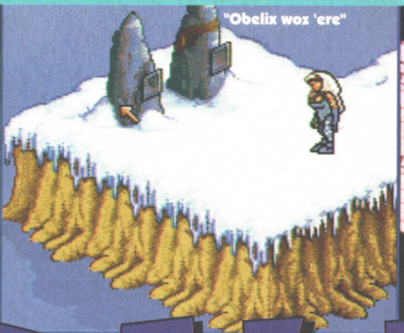


Brian the snail was just asking for trouble.

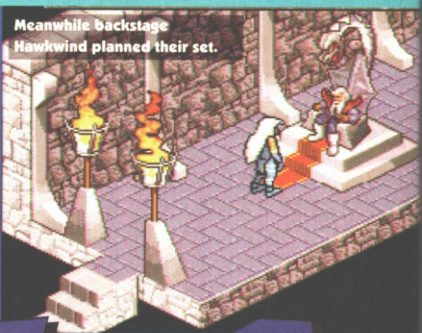
Who was that masked stranger?



Slowly the kids gathered for another Reading festival.

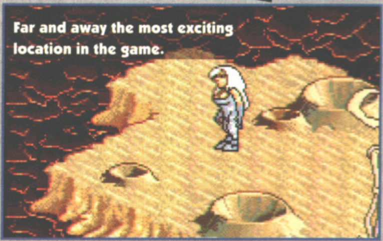


"Obelix woz 'ere"



Meanwhile backstage Hawkwind planned their set.

HEIMDALL 2

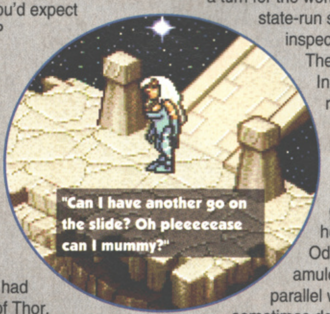


Far and away the most exciting location in the game.

Game: Heimdall 2
Publisher: Core
Authors: The 8th Day, Jerry O'Carrol
ETA: Early '94

Briefly: Teutonic mythology isn't normally a subject you'd expect us to tackle in the AP office. But that all changed when *Heimdall 2* arrived from Core the other day. *Heimdall 2* is the follow up saga of the Asgardian gods' struggle with Loki, the bad apple of the pantheon.

In the original *Heimdall* game, Loki had stolen the weapons of Thor, Odin and Freya. Heimdall altruistically sacrificed his divinity to walk upon mortal lands and steal them back. Obviously, he managed the job, or there just wouldn't be the need for the sequel.



"Can I have another go on the slide? Oh pleeeeease can I mummy?"

> "Riddled with puzzles and nice little touches"

The Creators Speak: Loki wasn't always a baddy. Once, in myth, he actually helped Thor recover his hammer when it had been stolen by a giant. The giant was lovesick over Odin's wife Freya. Make's sense to steal Thor's hammer and use it as ransom to marry Freya then, doesn't it?

Anyway, the point is, Loki helped Thor to disguise himself as Freya and recover the weapon. But then things took a turn for the worse. There were no state-run schools or truant inspectors in those days. The god Loki turned bad. In *Heimdall 2* he's running amok on Midgard, the land of humans, and Utgard, the land of giants.

The plot starts to get a bit silly from here on in. Apparently Odin stumbled across an amulet one day in a parallel world (like you sometimes do between the planes). This amulet had a magical freezing property upon the gods in that it placed them in a sort of cryogenic stasis.

Ignorant, or just plain stupid, of a use for the amulet, the gods broke it into six pieces and threw each piece into a different portal in the Hall between Worlds. Effectively, this action meant that the different pieces could be hidden anywhere in the world(s).

No sooner had this been done when some bright spark suggested that they use the amulet to freeze Loki. "Oh oh. We've thrown all the pieces into different worlds" the gods could be heard saying if you listened to your imagination hard enough.

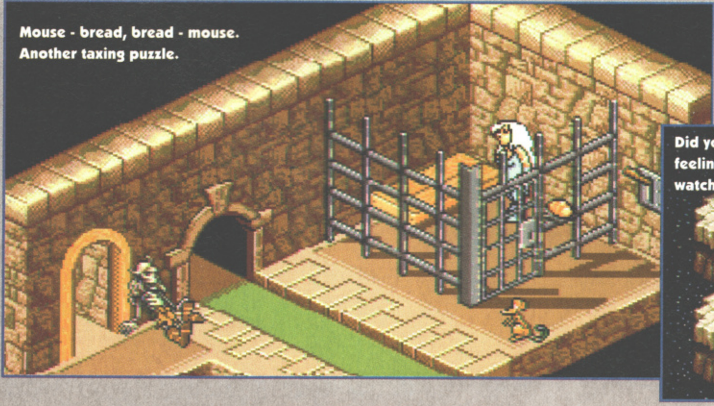
Some more basic plot lines follow, such as Odin's son Baldur biting the dust trying to recover the amulet pieces. The next thing you know Heimdall's giving up his divinity again to trudge the various worlds in search of the amulet pieces. *(Er, yes. What about the game, Steve? – Ed)*

Verdict: You'll already have seen from the screenshots that *Heimdall 2* is an isometric adventure. It looks great. The palette conveys an atmospheric cartoony feel to the proceedings. The animation of the central protagonists is very amusing The female character walks like Shaggy from Scooby Doo (sadly there are no Scooby snacks though).

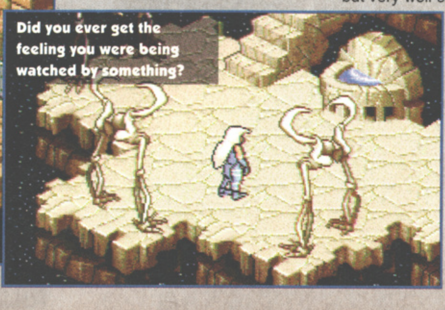
The game is riddled with puzzles and nice little touches. For example, while mucking about, visiting different locations and the like, the character I controlled received a sharp blow to the head and ended up in a little cell. The only thing in the cell was a loaf of bread at the edge of the door. Outside, a little rat, or mouse or some sort of rodent twiddled its thumbs in anticipation. Knocking the bread outside of the cell resulted in the following chain of events; the rodent eats the bread, runs up to the Northerly cell wall, jumps onto the lever located there and pulls it down. The cell door opens and ta da, you are free to go about your business. Not highly original but very well executed.

When the game is fully finished there will be over 100 locations to explore in full. And as someone once mused in a paroxysm of anticipation, "This is going to be one to look forward to." Certainly at this stage *Heimdall 2* looks like an extremely promising prospect.

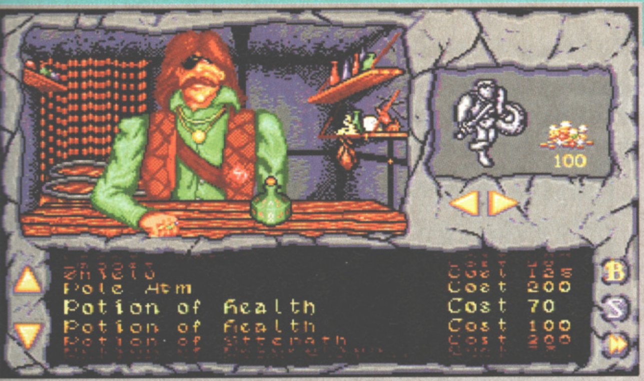
● *STEVE McGILL*



Mouse - bread, bread - mouse. Another taxing puzzle.

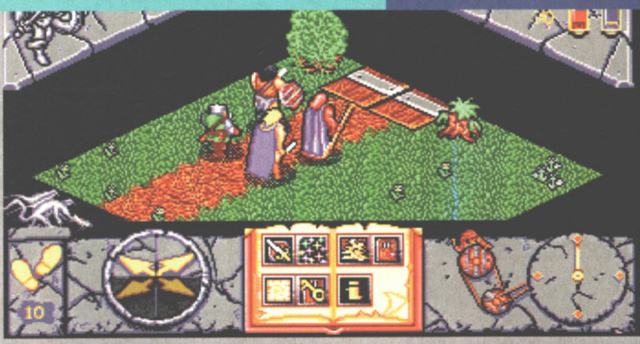


Did you ever get the feeling you were being watched by something?



Shield Cost 125
Pole Arm Cost 200
Potion of Health Cost 70
Potion of Health Cost 100
Potion of Strength Cost 200

If this bloke's potions of health are so good why can't he do something about that eye of his? I'm afraid he looks like a bit of a rip-off merchant to me. I don't like mustaches.



It certainly is a tremendously good-looking Fantasy Role Playing simulation with a 3D isometric view. Look at all those gorgeous colours and rich textures, eh?

LEGACY OF SORASIL

First there was Hero Quest and now there's not another one of it.

Game: Legacy of Sorasil
Publisher: Gremlin
Authors: Kevin Dudley, Mike Hart, Matt Furniss
ETA: March 94

Briefly: Now whatever I do, I've not to mention *Hero Quest* or the fact that *Legacy of Sorasil* was originally going to be *Hero Quest 2*. So not even the slightest hint of heroes or quests or sequels will pass the mythical bridge of my fingertips. If you're not too sure what *Hero Quest* was about, check out AMIGA POWER issue 2 (yes, it was that long ago). Based on the boardgame of the same name, *Hero Quest* on the Amiga dispensed of the inevitable silly little cards, dice, board and miniature metal men and earned itself 80% in the process. It did all this while still managing to incorporate the boardgame's sociability factor and atmosphere i.e. you could play with up to three other players.

The Creators Speak: Steve McKevitt PR manager at Gremlin took me through the preliminaries. "It's going to be the first in the new *Hero Quest Masters* series. Inevitably, *Legacy* will be compared to *Hero Quest*, but it's got more than a few touch ups and lots of overall general improvements to make it a different game in its own right. We've improved the palette, jazzed it up a bit to improve the whole look of the game. The character selection procedure has been improved, too – you choose a party of four adventurers from a pool of eight. There's plenty of scope for a good mix."

As if on cue, Steve then showed me the character selection screen and settled for a pretty even mix of strength and magic; you know the kind of characters, a beefy barbarian, a staunch dwarf, a sinisterly cloaked wizard and an Elven mystic. There are others as well, like Clerics, Rangers, and, well, you get the gist.

"One of the features of the original game that has been changed is the movement system. Originally, your movement was determined by the random rolling of an in-built dice. Now you can move up to eight places every turn. It makes the game much less random and reliant on luck."

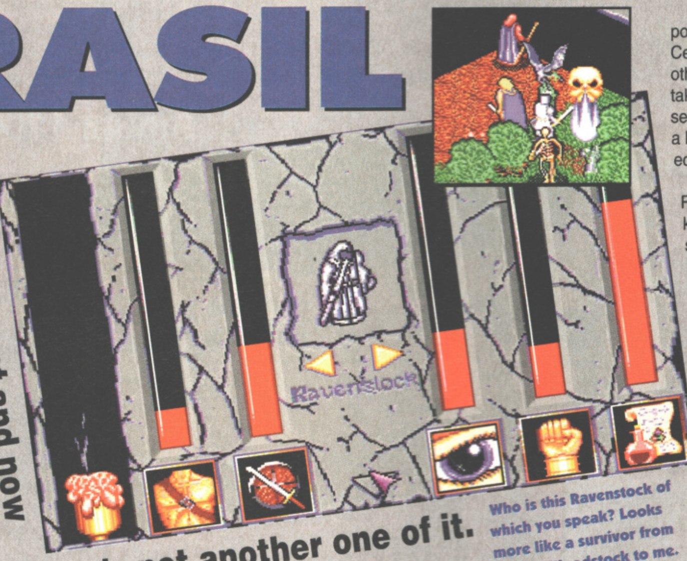
Each character also has 20 action points to play around with each turn. Certain actions use up more points than others. For example moving one square takes up one action point whereas searching for secret doors/traps takes up a lot more. "You soon get used to economising and planning your actions."

The action takes place in the land of Rhia which, characteristically in these kind of games, has been subjected to some rather nasty business from a big bad sorceror who's been doing the dirty (like they do when they get bored). Yup, this time he's gone and cast a plague that's blighted the land, decimated the population, wilted the crops, stopped the production of the Sunday Post and other catastrophies of a cataclysmic nature (Crivvens! – Oor Wullie).

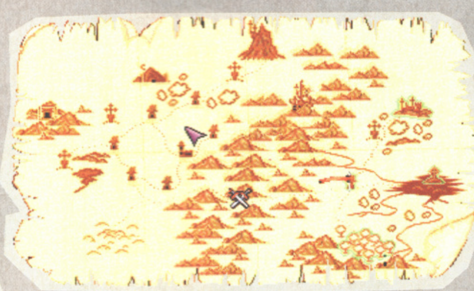
That's where your party come in. There are 10 perilous quests in all. They have to complete the first three in order to be able to go on to the next three. Certain objects have to be collected from the previous three quests in order to complete the next three, until you come upon the last and most perilous quest which is to kill the big bad guy. "If you knew exactly what you were doing and had collected all the required objects and artifacts, it would still take you at least ten solid hours to complete the game."

Verdict so far: With the 3D isometric views that worked so well in the original plus the jazzed-up palette, the increased depth of gameplay and the updated characters, *Legacy of Sorasil* can look forward confidently to being thoroughly 'run through' in an upcoming legendary issue of AMIGA POWER. We're sharpening our axes as I speak.

● *STEPH McGILL*

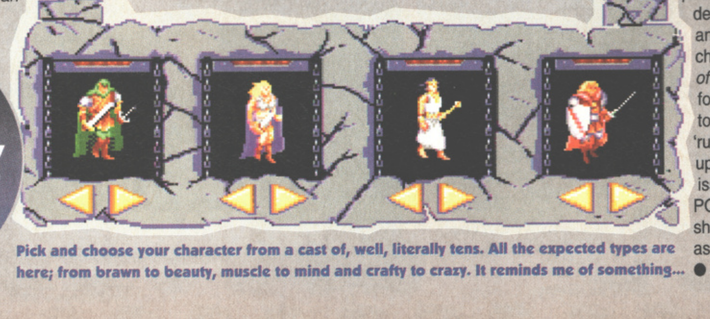


Who is this Ravenstock of which you speak? Looks more like a survivor from Woodstock to me.



That obligatory map in full. Wander across the plains, traverse the mighty mountains, you know the kind of thing.

> "Clerics, Rangers, and, well, you get the gist."



Pick and choose your character from a cast of, well, literally tens. All the expected types are here; from brawn to beauty, muscle to mind and crafty to crazy. It reminds me of something...

Ameagre Prices

Fast-response Mailorder
10am—10pm 7 days a week
No credit card surcharges
Always a person—never an answerphone!

Games Centre
10am—8pm Monday to Friday
10am—4pm Saturday
2 minutes from Old St. Tube station, take exit 2

Games

HUNDREDS MORE TITLES IN STOCK

10 INTELLIGENT STRATEGY GAMES	21.95
1869 (1MB)	21.95
3D CONSTRUCTION KIT 2 (1MB)	35.99
4TH & INCHES	7.95
688 ATTACK SUB	10.95
A-TRAIN (1MB)	24.95
A-TRAIN CONSTRUCTION SET	12.95
ABANDONED PLACES 2 (1MB NOT1200)	23.95
ADDAMS FAMILY	7.95
AFTER BURNER	6.96
AIR BUCKS V1.2 (1MB)	21.95
AIR FORCE COMMANDER (1MB)	21.95
AIR SUPPLY	6.96
AKIRA	20.95
ALFRED CHICKEN	18.95
ALIEN 3 (1MB)	18.95
ALIEN BREED - SPECIAL EDITION (1MB)	8.95
ALIEN BREED 2 (1MB)	19.95
ALLO ALLO	18.75
AMERICAN GLADIATORS (NOT1200)	18.75
AMOS PROFESSIONAL (1MB)	37.95
AMOS PROFESSIONAL COMPILER (1MB)	24.95
ANCIENT ART OF WAR IN THE SKIES (1MB)	24.95
ANNIHILATOR	18.75
ANOTHER WORLD	18.95
APACHE	6.96
APOCALYPSE	18.95
ARABIAN NIGHTS (1MB)	18.95
ARCADE FRUIT MACHINE	6.96
ARCHER MACLEANS POOL	18.95
ARKANOID II - REVENGE OF DOH	6.96
ARMOUR GEDDON 2	21.95
ARSENAL - THE COMPUTER GAME	18.95
ASHES OF EMPIRE (1MB)	13.95
ASSASSIN REMIX (1MB)	8.95
ATAC (1MB)	24.95
AWARD WINNERS (COMP)	18.95
AWARD WINNERS 2 (COMP)	21.95
B-17 FLYING FORTRESS (1MB)	24.95
BARDS TALE 3	8.95
BARDS TALE CONSTRUCTION KIT (1MB)	21.95
BATMAN - THE MOVIE	6.96
BATMAN RETURNS	18.75
BATTLE CHESS	8.95
BATTLE CHESS II (NOT+)	18.95
BATTLE ISLE	22.95
BATTLE ISLE '93	18.95
BATTLE OF BRITAIN - THEIR FINEST HOUR (1MB)	22.95
BATTLE TOADS	18.95
BENEATH A STEEL SKY	25.99
BIRDS OF PREY (1MB)	12.95
BITMAP BROTHERS - VOLUME 1 (NOT600)	18.95
BLACK CRYPT	10.95
BLADE OF DESTINY (1MB)	29.95
BLASTAR (1MB)	18.95
BLOB (1MB)	18.95
BLUE ANGELS	7.95
BOBS BAD DAY (1MB)	18.95
BODY BLOWS (1MB)	19.95
BODY BLOWS GALACTIC (1MB)	19.95
BOOT	21.95
BOROBODUR	4.95
BRIAN THE LION	18.95
BRUTAL SPORTS FOOTBALL	18.95
BUBBA 'N' STIX	19.95
BUBBLE BOBBLE (NOT1200) (NOT600)	6.96
BUBBLE DIZZY	6.96
BUGS BUNNY	6.96
BULLYS SPORTING DARTS (1MB)	7.95
BURNING RUBBER (1MB)	18.95
CAESAR DELUXE (1MB)	21.95
CAMPAIGN	24.95
CAMPAIGN 2 (1MB)	24.95
CAMPAIGN MISSION DISKS	12.95
CANNON FODDER	22.75
CARRIER COMMAND (NOT1200)	7.95
CARTOON - DOUBLE PACK	14.90
CASTLES (1MB)	21.95
CENTURION	8.95
CHAMPIONSHIP MANAGER '93 (1MB)	18.95
CHAMPIONSHIP MANAGER '94 SEASON DISK	7.95
CHAMPIONSHIP MANAGER ITALIA (1MB)	18.95
CHAOS ENGINE (1MB)	18.95
CHASE HQ I	6.96
CHASE HQ II	7.95
CHESS CHAMPION 2175	15.75
CHUCK ROCK	7.95
CHUCK ROCK 2 - SON OF CHUCK (1MB)	18.95
CIVILIZATION (1MB)	24.95
COHORT 2	21.95
COMBAT AIR PATROL (1MB)	21.95
COMBAT CLASSICS (1MB)	21.95
COMBAT CLASSICS 2	21.95
CONTRAPTIONS	12.95
COOL SPOT	21.95
CORPORATION	7.95
COSMIC SPACEHEAD	18.95
COUNT DUCKULA	6.96
COUNT DUCKULA 2	6.96
CREEPERS	18.95
CRUISE FOR A CORPSE	12.95
CRYSTAL KINGDOM DIZZY	7.95
CURSE OF ENCHANTIA (1MB)	24.95
CYBERPUNKS	19.95
CYBERSPACE (1MB)	24.95
DALEK ATTACK	13.95
DALEK ATTACK (30TH ANNIVERSARY)	7.95
DEEP CORE	18.95
DELUXE PAINT IV	61.95
DELUXE PAINT IV AGA	69.95
DENNIS	18.95
DENNIS & GNASHER	18.75
DESERT STRIKE	21.95
DINOSAUR DET. AGENCY	13.95
DISPOSABLE HERO	18.95
DIZZY COLLECTION	18.75
DIZZY PANIC	6.96
DIZZY'S EXCELLENT ADVENTURES	18.75
DOG FIGHT (1MB)	24.95
DONK	19.95
DOODLEBUG	14.95
DRACULA (1MB)	21.95
DRAGONS LAIR III - THE CURSE OF MORDREAD (NOT1200)	21.95
DREADNOUGHTS	25.99
DREADNOUGHTS - BISMARCK	12.95
DREADNOUGHTS - IRONCLADS	12.95
DREAM TEAM	18.95
DREAMLANDS (COMP)	22.75
DREAMWEB (1MB)	24.95
DUNE II (1MB)	22.95
EASY AMOS (1MB)	24.95
ELFMANIA (1MB)	18.95
ELITE II - FRONTIER	21.95
ERIK	6.96
ESCAPE FROM PLANET OF ROBOT MONSTERS	6.96
ESPANA - THE GAMES '92 (1MB NOT1200)	21.95
EUROPEAN CHAMPIONS	18.95
EXCELLENT GAMES	22.75
EYE OF THE BEHOLDER I (1MB)	22.95
EYE OF THE BEHOLDER II (1MB)	25.99
F-15 STRIKE EAGLE II	13.95
F-16 COMBAT PILOT (NOT1200)	7.95
F-29 RETALIATOR	10.95
F1 (DOMARK)	18.95
F117A STEALTH FIGHTER (1MB)	24.95
F17 CHALLENGE (1MB)	10.95
FACE OFF - ICE HOCKEY (NOT1200)	7.95
FALCON	7.95
FALCON - COUNTERSTRIKE DATA DISK	7.95
FALCON - FIREFIGHT DATA DISK	7.95
FANTASTIC DIZZY	18.95
FANTASY WORLD DIZZY	6.96
FASCINATION	21.95
FATAL STROKES	21.95
FATMAN	18.95
FINAL FIGHT	7.95
FIRE AND BRIMSTONE (1MB)	7.95
FIRE AND ICE	18.95
FIRST DIVISION MANAGER (NOT600)	6.96
FLASHBACK (1MB)	22.95
FLIGHT OF THE INTRUDER (NOT+)	7.95
FOOTBALL MANAGER 3	18.95
FORMULA 1 GRAND PRIX (1MB)	24.95
FURY OF THE FURRIES	22.75
G2	18.95
GADGET LOST IN TIME	12.95
GALACTIC WARRIOR RATS	7.95
GAUNTLET II	6.96
GEAR WORKS	15.75
GENESIA	22.75
GLOBAL DOMINATION	25.99
GLOBAL GLADIATORS (1MB)	18.95
GLOBDULE	21.95
GNOME ALONE	18.95
GOAL (1MB)	15.75
GOBLIIINS	18.95
GOBLIINS 2 (1MB)	21.95
GOBLINS 3	25.99
GRAHAM GOOCH - SECOND INNINGS	14.95
GRAHAM GOOCH WORLD CLASS CRICKET (1MB)	21.95
GRAHAM TAYLOR'S SOCCER (1MB)	7.95
GULP	21.95
GUNBOAT	10.95
GUNSHIP 2000 (1MB)	24.95
GUY SPY	21.95
HANNA BARBARA'S ANIMATION WORKSHOP	35.99
HARD DRIVIN' 2	7.95
HARDBALL	7.95
HARPOON - BATTLE SET 4	12.95
HARRIER ASSAULT (1MB)	24.95
HEAD OVER HEELS	6.96
HEROQUEST	7.95
HEROQUEST 2	18.95
HILL STREET BLUES	7.95
HIRED GUNS	24.95
HISTORY LINE (1914-1918) (1MB)	24.95
HOOK	7.95
HOYLES BOOK OF GAMES	10.95
HUCKLEBERRY HOUND	7.95
HUNGARY FUN	7.95
HYPERION	7.95
IK+	6.96
INDIANA JONES & FATE ATL. (ACT) (1MB)	18.95
INDIANA JONES & FATE ATL. (ADV) (1MB)	27.95
INDIANA JONES & L. CRUSADE (ADV)	12.95
INDIANAPOLIS 500	10.95
INNOCENT UNTIL CAUGHT	24.95
INTERNATIONAL 5 A SIDE	6.96
INTERNATIONAL GOLF	6.96
INTERNATIONAL RUGBY CHALLENGE (1MB)	18.95
INTERNATIONAL SOCCER	7.95
ISHAR 2 (1MB)	21.95
JACK NICKLAUS GOLF	6.96
JAMES POND	6.96
JET STRIKE	18.95
JOHN MADDEN'S FOOTBALL	18.95
JUPITER'S MASTERDRIVE	6.96
JURASSIC PARK (1MB)	18.95
KGB (1MB)	22.95
KICK OFF II (FINAL WHISTLE) (NOT+)	10.95
KID PIX (NOT1200)	18.95
KIDS PACK	7.95
KIDS RULE OK	12.95
KIND WORDS 3 (1MB)	37.95
KINGDOMS OF GERMANY	21.95
KINGMAKER	26.95
KINGS QUEST 1	12.95
KNIGHTS OF THE SKY (1MB)	13.95
KRUSTYS SUPER FUN HOUSE	19.95
LASER SQUAD	7.95
LEGENDS	21.95
LEISURE SUIT LARRY 1	12.95
LEMMINGS (ORIGINAL)	18.95
LEMMINGS 2 (1MB NOT1500)	21.95
LEMMINGS DOUBLE PACK	21.95
LEMMINGS XMAS LEVELS (STAND ALONE)	12.95
LIBERATION - CAPTIVE 2	22.95
LINKS	13.95
LIONHEART (1MB)	20.95
LOMBARD RAC RALLY	6.96
LOOM	12.95
LORDS OF CHAOS	7.95
LORDS OF POWER (COMP) (1MB)	24.95
LOST VIKINGS	21.95
LOTUS ESPRIT TURBO CHALLENGE	7.95
LOTUS III - THE ULTIMATE CHALLENGE (1MB)	18.95
LOTUS TURBO CHALLENGE II	7.95
LOTUS TURBO TRILOGY (1MB NOT1200)	22.75
MAELSTROM	24.95
MAGIC BOY	18.95
MAGICIANS CASTLE	21.95
MANCHESTER UNITED	7.95
MANCHESTER UNITED - PREMIER LEAGUE	21.95
MANIAC MANSION	10.95
MARIO IS MISSING (1MB)	21.95
MAVIS BEACON 2 (GERMAN)	21.95
MAVIS BEACON TEACHES TYPING V.2 (1MB)	21.95
MCDONALD LAND	18.95
MEAN 18	7.95
MEAN ARENAS	18.95
MEGA	7.95
MICRO MACHINES	18.95
MICROPROSE GOLF (1MB)	24.95
MIDWINTER II (1MB)	13.95
MIG 29 FULCRUM (1MB)	10.95
MINI OFFICE (1MB)	49.95
MORPH (1MB NOT1200)	18.95
MORTAL KOMBAT (1MB)	22.75
MR NUTZ	18.95
NAPOLEONICS	24.95
NASCAR CHALLENGE	12.95
NEW ZEALAND STORY (NOT+)	6.96
NICK FALDOS CHAMPIONSHIP GOLF (1MB)	24.95
NICKY 2	21.95
NIGEL MANSELL'S WORLD CHAMPIONSHIP (1MB)	21.95
NIPPON SAFES INC	21.95
NODDY'S BIG ADVENTURE	18.75
NODDYS PLAYTIME (1MB)	18.75
NORTH & SOUTH	6.96
OMAR SHARIF'S BRIDGE (1MB)	24.95
ONE STEP BEYOND	15.75
OPERATION THUNDERBOLT	6.96
OSCAR	18.95
OUTLANDER	22.95
OVERDRIVE (1MB)	19.95
PANG (NOT600)	6.96
PANZA KICK BOXING	7.95
PARASOL STARS	7.95
PEN PAL	39.95
PERIHELION	21.95
PGA TOUR GOLF - COURSES DISK	12.95
PGA TOUR GOLF PLUS	21.95
PICTIONARY	6.96
PINBALL DREAMS	18.95
PINBALL DREAMS/PINBALL FANTASIES	25.99
PINBALL FANTASIES (1MB)	21.95
PINBALL MAGIC	7.95
PIRATES	10.95
PIT FIGHTER	6.96
PIXIE & DIXIE	7.95
PLAYDAYS	18.75
POPEYE 2	6.96
POPEYE 3	7.95
POPULOUS II PLUS (1 MEG)	24.95
POPULOUS/PROMISED LANDS	10.95
POSTMAN PAT	6.96
POSTMAN PAT 3	6.96
POWERMONGER PLUS DATA DISK	12.95
PREMIER MANAGER 2	18.95
PREMIERE (1MB NOT1200)	22.95
PRIME MOVER	21.95
PRINCE OF PERSIA	6.96
PROJECT X (1MB)	10.95
PUGGSY	21.95
PUSH-OVER	7.95
PUTTY (SILLY)	7.95
QWAK (1MB)	10.95
R-TYPE I	6.96
R.B.I. BASEBALL 2 (NOT+)	6.96
RAGNAROK	29.95
RAILROAD TYCOON (1MB)	13.95
RAINBOW ISLANDS	6.96
REACH FOR THE SKIES	22.95
RICK DANGEROUS II	7.95
ROAD RASH	18.95
ROBIN HOOD	10.95
ROBINSONS'S REQUIEM	21.95
ROBOCOD (NOT1200)	7.95
ROBOCOP II	6.96
ROBOCOP III	10.95
RODLAND	7.95
ROOKIES (1MB)	18.95
RULES OF ENGAGEMENT 2 (1MB)	24.95
RYDER CUP	18.95
SCRABBLE	20.95
SECOND SAMURAI	21.95
SECRET OF MONKEY ISLAND (1MB)	13.95
SECRET OF MONKEY ISLAND II (1MB)	27.95
SEEK AND DESTROY	15.75
SENSIBLE SOCCER 92/93	18.95
SETTLERS (1MB)	25.99
SHADOWLANDS	7.95
SHOE PEOPLE	7.95
SILENT SERVICE II	13.95
SIM ANT	12.95
SIM CITY - ARCHITECTURE 1 (FUTURE)	7.95
SIM CITY - ARCHITECTURE 2 (ANCIENT)	7.95
SIM CITY DELUXE	25.99
SIM CITY/POPULOUS	21.95
SIM EARTH (1MB)	14.95
SIM LIFE (1.5MB)	24.95
SIMON THE SORCERER (1MB)	24.95
SKIDZ	6.96
SLEEPWALKER (1MB)	21.95
SLICKS	6.96
SNAPPERAZZI	15.75
SOCCER KID	21.95
SOOTY & SWEEP	6.96
SOOTYS FUN WITH NUMBERS	15.75
SOUP TREK	21.95
SPACE CRUSADE	7.95
SPACE HULK	24.95
SPACE LEGENDS (1MB)	21.95
SPEEDBALL 2	7.95
SPELLBOUND DIZZY	6.96
SPORT TOP 10	22.75
SPORTS MASTERS (COMP)	21.95
STAR LORD (1MB)	24.95
STARDUST (1MB)	13.95
STARGLIDER II	7.95
STREET FIGHTER (NOT+)	7.95
STREET FIGHTER 2 (1MB)	12.95
STRIKE FLEET	10.95
STRIKER	7.95
STUNT CAR RACER (NOT600) (NOT1200)	6.96
SUBURBAN COMMANDO	18.75
SUMMER CAMP	7.95
SUPAPLEX	6.96
SUPER FROG (1MB)	19.95
SUPER LEAGUE MANAGER	18.95
SUPER MONACO G.P.	7.95
SUPER SPACE INVADERS	7.95
SUPER TETRIS (1MB NOT1200)	17.95
SUPERCARS II (NOT1200)	7.95
SUPERHERO (1MB)	21.95
SWITCHBLADE II	7.95
SWIV	7.95
SYNDICATE (1MB)	24.95
TENNIS CUP 2	7.95
TERMINATOR 2 - COIN OP	21.95
TERMINATOR II	6.96
TEST DRIVE II	6.96
THE CYCLES	7.95
THE GREATEST (COMP) (1MB)	24.75
THE IMMORTAL	10.95
THE PATRICIAN (1MB)	24.75
THEATRE OF DEATH	21.95
THOMAS FUN WITH WORDS	15.75
THOMAS THE TANK ENGINE	6.96
THOMAS THE TANK ENGINE 2	10.95
TOKI	7.95
TORNADO	26.95
TORVAK THE WARRIOR	7.95
TOTAL CARNAGE	20.95
TOYOTA CELICA	6.96
TRACKSUIT MANAGER	6.96
TRANSARCTICA (1MB)	21.95
TREASURE ISLAND DIZZY	4.49
TREBLE CHAMPIONS 2	15.75
TRIPLE ACTION PACK VOL.5	10.95
TRIVIAL PURSUIT	6.96
TROLLS (1MB)	18.95
TURRICAN	6.96
TURRICAN III	19.95
TWILIGHT 2000	24.95
URIDIUM 2	18.95
UTOPIA	7.95
VALHALLA (1MB)	21.95
WALKER (1MB)	21.95
WARZONE	7.95
WINTER CAMP	7.95
WIZ 'N' LIZ	21.95
WONDER DOG	18.95
WOODYS WORLD	18.95
WORKS TEAM RALLY	6.96
WORLD CLASS LEADERBOARD	7.95
WORLD CLASS RUGBY	12.95
WORLDS OF LEGEND	18.95
WWF EUROPEAN RAMPAGE (1MB)	7.95
WWF WRESTLEMANIA	7.95
X-OUT	6.96
XENON II	7.95
YO JOE	18.95
ZAK MCKRACKEN	10.95
ZOOL (1MB)	18.95
ZOOL 2 (1MB)	18.95

CD32

£299.99

CD32 titles

7 GATES OF JAMBALA	19.95
ALFRED CHICKEN	19.95
ALIEN BREED - SPECIAL EDITION	12.95
BOOT	24.95
CASTLES 2	22.75
CHAMBERS OF SHAOLIN	19.95
CHAOS ENGINE	21.95
D-GENERATION	18.95
DANGEROUS STREETS	22.75
DEEP CORE	18.95
DENNIS	18.95
F17 CHALLENGE	12.95
JURASSIC PARK	21.95
LABYRINTH OF TIME	18.75
LIBERATION - CAPTIVE 2	24.95
MEAN ARENAS	22.75
MICROCOSM	39.95
MORPH	21.95
NIGEL MANSELL'S WORLD CHAMPIONSHIP	22.75
OVERKILL/LUNAR-C	21.95
PINBALL FANTASIES	24.75
PIRATES GOLD	22.75
PROJECT X	12.95
QWAK	12.95
ROBOCOD	21.95
RYDER CUP	21.95
SENSIBLE SOCCER 92/93	18.75
SLEEPWALKER	21.95
TFX	28.95
TROLLS	21.95
URIDIUM 2	24.95
WHALES VOYAGE	21.95
ZOOL	21.95

Please note

NOT+ means software is not compatible with the 500 Plus, 600 or 1200

Amiga 1200

1869	21.95
ABANDONED PLACES 2	24.95
AIR BUCKS V1.2	24.95
ALFRED CHICKEN	18.95
ALIEN BREED 2	21.95
BODY BLOWS	21.95
BODY BLOWS GALACTIC	21.95
BURNING RUBBER	18.95
CASTLES 2	24.95
CHAOS ENGINE	18.95
CIVILIZATION	29.95
DENNIS	20.95
DIGGERS	24.95
FATMAN	18.95
ISHAR - LEGEND OF THE FORTRESS	21.95
ISHAR 2	21.95
JURASSIC PARK	20.95
MORPH	18.95
MR NUTZ	20.95
NIGEL MANSELL'S WORLD CHAMPIONSHIP	21.95
OSCAR	18.95
OVERKILL	15.75
PINBALL FANTASIES	21.95
ROBOCOD	7.95
RYDER CUP	18.95
SABRE TEAM	21.95
SIM LIFE	24.95
SIMON THE SORCERER	29.95
SLEEPWALKER	21.95
SOCCER KID	21.95
STAR TREK (25TH ANIV.)	22.75
TFX	24.95
TRANSARCTICA	21.95
TROLLS	18.95
WHALES VOYAGE	21.95
WIZ 'N' LIZ	29.95
ZOOL	18.95
ZOOL 2	18.95

Educational

CAVE MAZE	10.95
FRACTION GOBLINS	10.95
MATHS DRAGONS	10.95
PICTURE FRACTIONS	10.95
REASONING WITH TROLLS	10.95
TIDY THE HOUSE	10.95
TIME FLIES	10.95
ANSWER BACK JUNIOR QUIZ (6-11)	16.99
ANSWER BACK SENIOR QUIZ (12-AD)	16.99
FRENCH MISTRESS	16.99
GERMAN MASTER	16.99
ITALIAN TUTOR	16.99
MATHS ADVENTURE (6-14)	21.95
SPANISH TUTOR	16.99
MEGA MATHS (A LEVEL)	19.95
MICRO ENGLISH (8-GCSE)	19.95
MICRO FRENCH (BEGINNERS-GCSE)	19.95
MICRO GERMAN (Beginners-GCSE-Business)	19.95
MICRO MATHS (11-GCSE)	19.95
MICRO SCIENCE (8-GCSE)	19.95
MICRO SPANISH	18.75
PRIMARY MATHS COURSE (3-12)	19.95
READING WRITING COURSE (3-8)	19.95
BETTER MATHS (12-16)	18.95
BETTER SPELLING (8-ADULT)	18.95
JUNIOR TYPIST (5-10)	13.95
MAGIC MATHS (4-8)	18.95
MATHS MANIA (8-12)	18.95
ROBIN HOOD (LEISURELAND)	18.95
SCROOGE (A CHRISTMAS CAROL)	18.95
THE THREE BEARS (5-10)	18.95
WIND IN THE WILLOWS	18.95
WIZARD OF OZ	18.95
ADI ENGLISH (11-12or 12-13 or 13-14 or 14-15)	18.95
ADI FRENCH (11-12or 12-13 or 13-14 or 14-15)	18.95
ADI JUNIOR COUNTING (4-5 or 6-7)	15.75
ADI JUNIOR READING (4-5 or 6-7)	15.75
ADI MATHS (11-12or 12-13 or 13-14 or 14-15)	18.95
FUN SCHOOL 2 (UNDER 6 or 6-8 or OVER 8)	6.96
FUN SCHOOL 3 (UNDER 5 or 5-7 or OVER 7)	18.75
FUN SCHOOL 4 (UNDER 5 or 5-7 or 7-11S)	18.75
FUN SCHOOL MATHS (7-11)	18.95
PAINT AND CREATE (OVER 5'S)	18.95
SPELLING FAIR (7-13)	18.95

3.5" Disks

ANY QUANTITY SUPPLIED
INDEX

Qty	DSDD	DSHD
10	5.30	7.80
20	10.35	15.35
50	22.95	34.40
100	39.95	61.90
500	184.65	269.65

All our disks are fully guaranteed and include labels

Hardware

A500 Expansion upgrade with clock	0.5Mb	27.95
A500 Expansion upgrade without clock	0.5Mb	24.95
A500plus RAM upgrade	1Mb	56.95
A600 Expansion upgrade with clock	1Mb	51.95
Parallel port extension cable		6.80
Parallel printer cable (2m)		8.60
Roboshift (Auto mouse/joystick switch)		14.75
Zi-Fi Stereo Speakers		37.95

Pixie & Dixie
only
£7.95

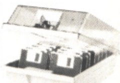
Miscellaneous

4-Player adaptor	6.96
Head Cleaner (3.5")	3.75
Mouse	14.75
Mouse House	2.95
Mouse Mat	2.95
SCART cable	9.49
Workstation for 500 & 500+	42.95
Workstation for 600	37.95
Workstation for 1200	39.95

Workstations include mouse mat, mouse house and dust cover

Disk Boxes

10	Slimpack	0.94
40		4.95
50		5.60
80		6.30
80	Stackable	14.95
100		6.80
120		8.75
150		10.95



Joysticks

125+	9.00
Amiga Analogue Adaptor (use any PC analogue joystick on Amiga)	4.99
Competition Pro 5000 - black	13.75
Freewheel - Analogue	36.00
Freewheel - digital	27.00
Maverick 1 (QS128F) or 1M (SQ138F)	13.75
Megastar A/F (SV133)	22.00
Navigator A/F	13.75
Python 1 (QS130F)	9.25
Python 1M (QS137F)	9.75
Quickjoy 1 Turbo (SV121)	7.95
Speedking A/F	11.00
Speedking Analogue	13.50
Star Probe	13.50
The Bug (black or green)	13.50
Topstar (SV127)	21.50

DataGEM
has supplied computer hardware and software to tens of thousands of satisfied customers since 1987
Amiga Atari PC Sega
*Trust **us** to have all you need*

071 608 0624
Fax:071 608 0688

DataGEM Ltd
Cheques and Postal Orders
Department AP, 23 Pitfield St, London N1 6HB

Orders against cheques with valid guarantee card numbers will be despatched immediately, otherwise upon cheque clearance.

All prices include UK postage and VAT and are effective until 17th March 1994

On overseas orders, postage is charged at cost. New titles will be sent as released and are subject to manufacturers' price reviews. All orders taken subject to our standard terms and conditions. E.&O.E.

GAMES

JUST WHO DO WE THINK WE ARE?

You heard it here first! We can exclusively reveal that after the *Mario Brothers*, *Double Dragon* and *Street Fighter 2* films, Hollywood are to produce the AMIGA POWER movie! As movie stars jostle for the lead roles, we speculate on who's going to be in next summer's blockbuster.

STUART CAMPBELL

As you can imagine, there's a gaping void between the views of each individual and those of the team. Stuart for instance feels that only blood-drenched Reservoir Dog Tim Roth could portray him in a suitable mean and infinitely cool manner, where as everyone else thinks that either lain from the Krankies or diminutive flame haired Leeds United midfield maestro Gordon Strachan would be far more suitable choices to play such a tempestuous and complex character.

CAM WINSTANLEY

"Now, I know you think I'm going to say Jackie Chan, Arnie or Jean Claude Van-Damme or something but that's where you're wrong. A young Michael Caine would have done a good me, but he's past it now, so how about lanky fruit-loop Jeff Goldblum or James' little brother?" Not knowing who James' brother is, or for that matter who James is, the rest of the team predictably went for Big Breakfast host Chris Evans, closely followed by Gregory's Girl star John Gordon Sinclair. So much for machismo.

CHRIS LLOYD

Easy going editorial high-plain's drifter Chris has moseyed into town as a bit of a hired gun for the next few months, and with his wild and swarthy looks we'd figured Evan Dando, Iron Maiden's Bruce Dickinson or someone of that nasty noise-generating ilk, but not so. "I've always fancied being a true rogue and a cad, so someone like Leslie Philips, Terry Thomas or David Niven would be ideal. In a long wig of course." Well absolutely.

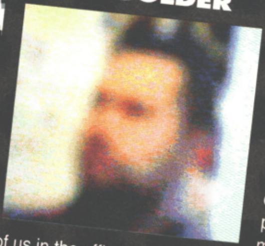
STEVE FARAGHER

"There's only one man in the world who could do me justice, and that man's Mel Gibson," stated Steve, seconds before we laughed openly in his face. "Mel Gibson?" we sneered, "Mel Smith more like, or after your recent all-night party antics, Oliver Reed perhaps." As the laughter subsided, we sat around and thought about this until the wee small hours until deciding that Richard Briars has the same look, accent and raw sex appeal as our Steve. And that Felicity Kendal in The Good Life – Phwoar,

STEVE McGILL

"No one deals with a car chase as coolly as Peter Fonda did in Dirty Mary, Crazy Larry, so he'd be my first choice. Of course, he's about fiifty now and would probably need a heck of a lot of make up to recapture the rugged good looks he had in the mid-seventies, but I reckon it'd be worth it." Steve's obviously thought this one through, but the office poll came up with Gordon Jackson (Cowley from The Professionals) or Michael Barrymore. Strangely Steve hasn't talked to any of us since, ho hum.

DAVE GOLDER



"Oh, I'd have to say top cool dude and True Romancer Christian Slater" opined our Dave. "There's no one else to capture my pure animal magnetism." Those of us in the office who hadn't inadvertantly inhaled tea through our nostrils had a few other ideas. Tufty (the road safety squirrel of yore) was a popular choice as was the classicaly mean and moody Lee van Cleef, star of many a spaghetti western. "I don't think you've quite got the point" protested Dave. But sadly nobody was listening any more.

SAL MEDDINGS

Sal harbours a dark and sinister secret. "I'd desperately love to be obnoxious and scathing and rude to people, but I go all red when ever I try. Roseanne Barr would be able to be as cutting as I'd like to be, but I realise I'm not as fat as she is." This kind of surprised us all, because we'd got her down as Doris Day, fashionable coffee executive Cheryl Lunghi or pink-haired Mollie Sugden, star of the unmemorable 70's sitcom Are You Being Served?

LISA KELLETT

"I thought Maid Marion looked wonderful in Robin Hood: Prince of Thieves, and she's got hair just like mine" commented Lisa. Fair enough, Mary Elizabeth Mastrantonio's a good choice but can we add Ginger Lynne Allen and top manga babe Megumi from Legend of the Demon Womb to the list? No? Okay Mary, the job's yours. Although any comments regarding similarities between the AP office and the set of The Abyss will not be welcomed.

COLIN THE PUBLISHER

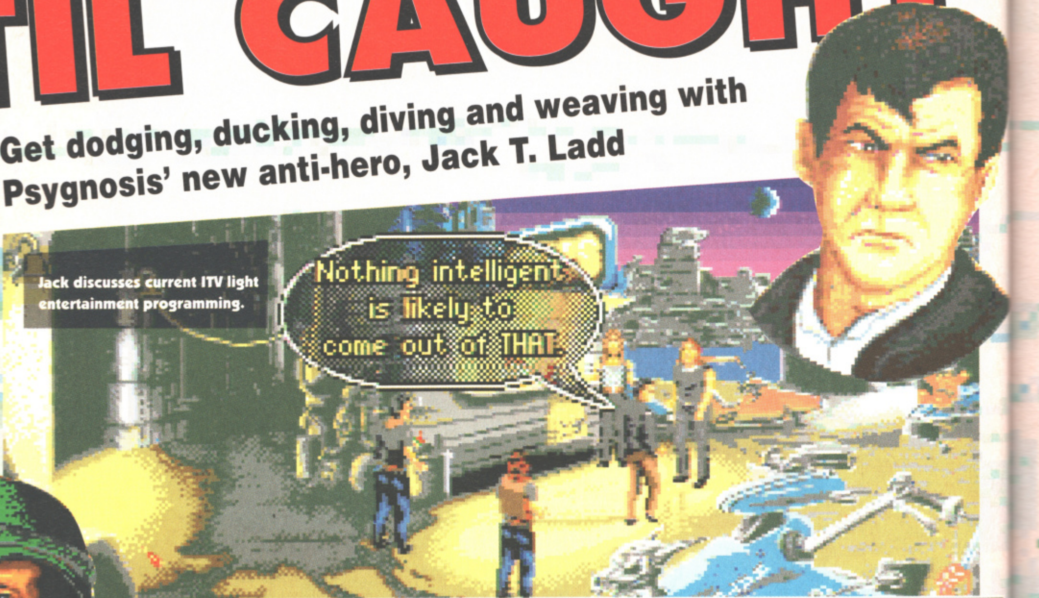
Diminutive, chirpy Mickey Rooney, star of National Velvet and Babyface Nelson was Colin's number one choice. "He'd be the man to capture my easy-going, happy nature perfectly" enthused our publisher. We were thinking more along the lines of the dastardly Johnny Briggs (Mike Baldwin of Coronation Street) or the thoroughly inhumane Danny DeVito ourselves, but we tactfully waited until Colin had left the office before mentioning them.

INNOCENT UNTIL CAUGHT

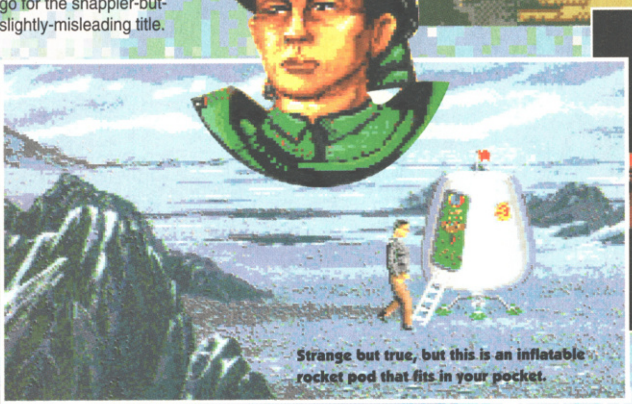
Get dodging, ducking, diving and weaving with Psygnosis' new anti-hero, Jack T. Ladd

Game: Innocent Until Caught
Publisher: Psygnosis
Author: Divided By Zero
Price: To be announced
Release: Early March

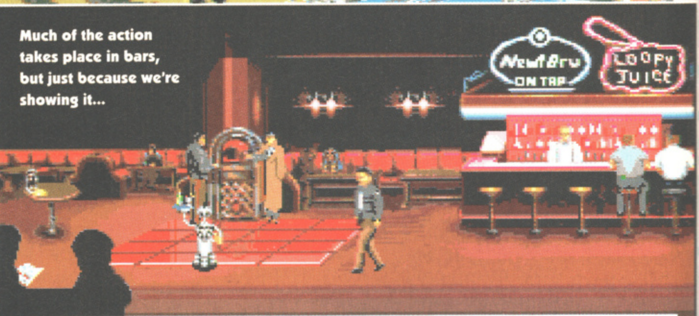
You're not really getting the full story from the title of this latest adventure, because they've pretty much masked the gruesome fate that faces your hero. For further accuracy, the game really should be called '*Innocent until caught, tortured (a bit) and then sold piece by piece to various organ banks and hospital research facilities,*' but I guess for the practical reason of it not fitting on the box, Psygnosis decided to go for the snappier-but-slightly-misleading title.



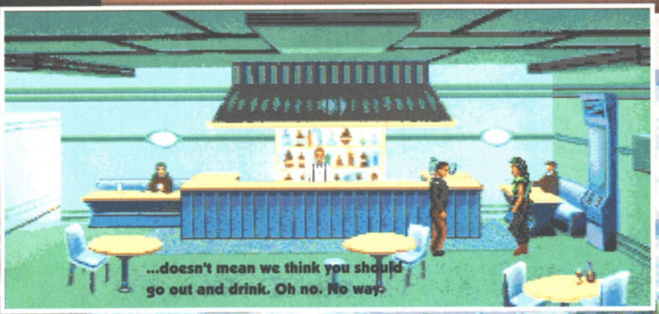
Jack discusses current ITV light entertainment programming.



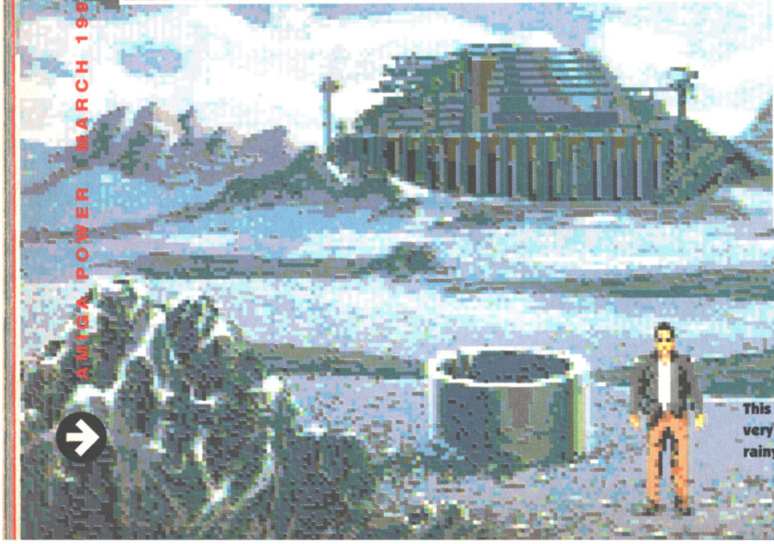
Strange but true, but this is an inflatable rocket pod that fits in your pocket.



Much of the action takes place in bars, but just because we're showing it...

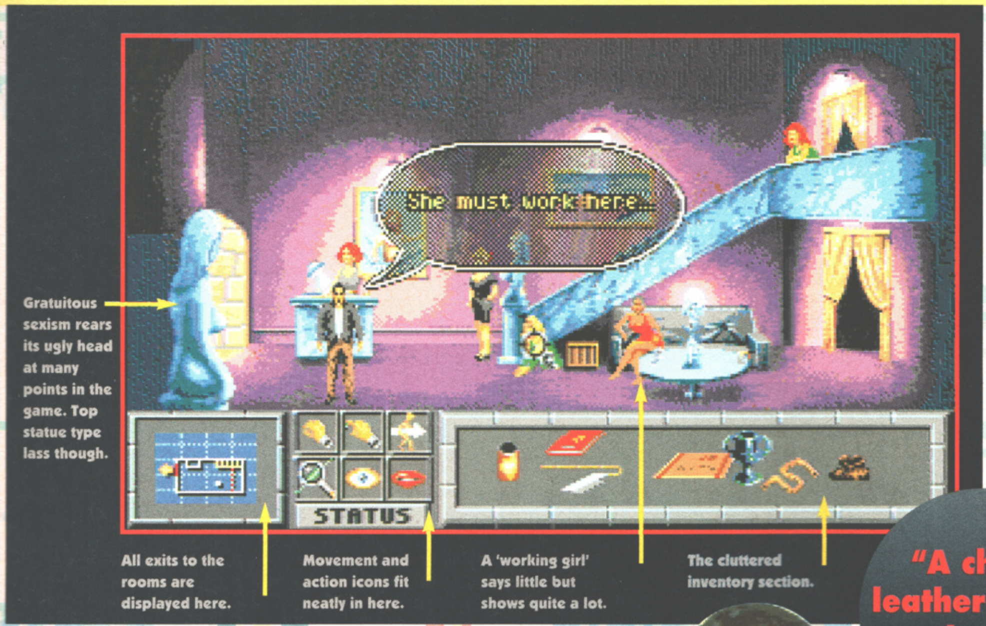


...doesn't mean we think you should go out and drink. Oh no. No way.



This is Alkaseltz. It's a prison planet and is very, very bleak. Bleaker than a particularly overcast and rainy day in Tipton. In February. That bad. Oh Yes.

Gratuit
sexism
its ugly
at many
points i
game. T
statue t
lass tho



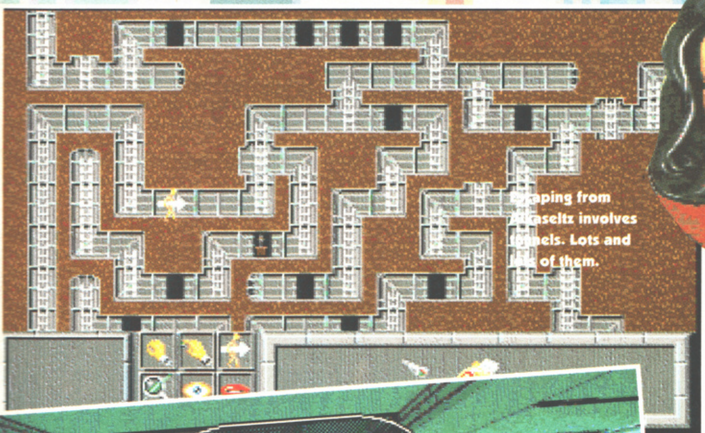
Gratuitous sexism rears its ugly head at many points in the game. Top statue type lass though.

All exits to the rooms are displayed here.

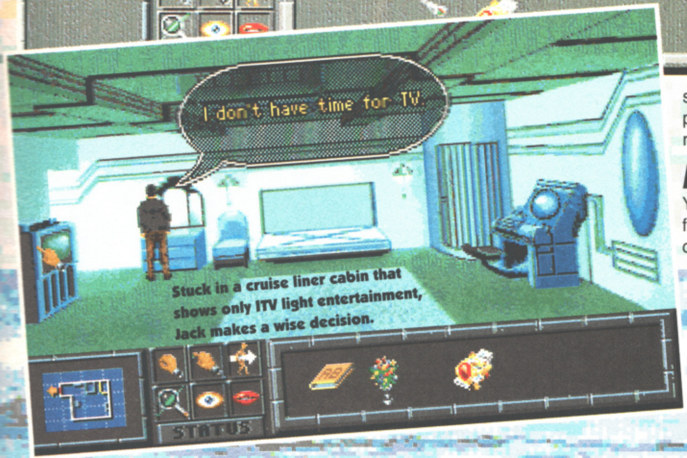
Movement and action icons fit neatly in here.

A 'working girl' says little but shows quite a lot.

The cluttered inventory section.



Escaping from Alkaseltz involves tunnels. Lots and lots of them.



Stuck in a cruise liner cabin that shows only ITV light entertainment, Jack makes a wise decision.

> **"A cheap leather jacket and a Ford Capri"**

The game's a pretty standard point-and-click graphic adventure, so there's no getting away from that tried and tested game review cliche *(Number 221, review trivia fans. – Ed)* about it being a *Monkey Island* clone. For anyone who spent the last decade as the prisoner of a crazy bonkers obsessive, trapped inside a wheely bin until you agreed to marry him, I suppose I'd better go over the basics of a point-and-click adventure. Advanced readers may skip the next paragraph.

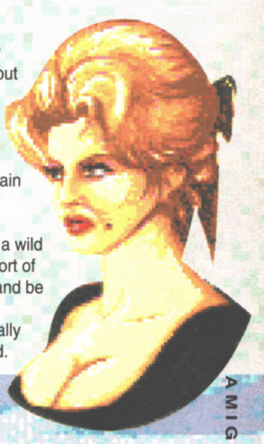
MONKEY

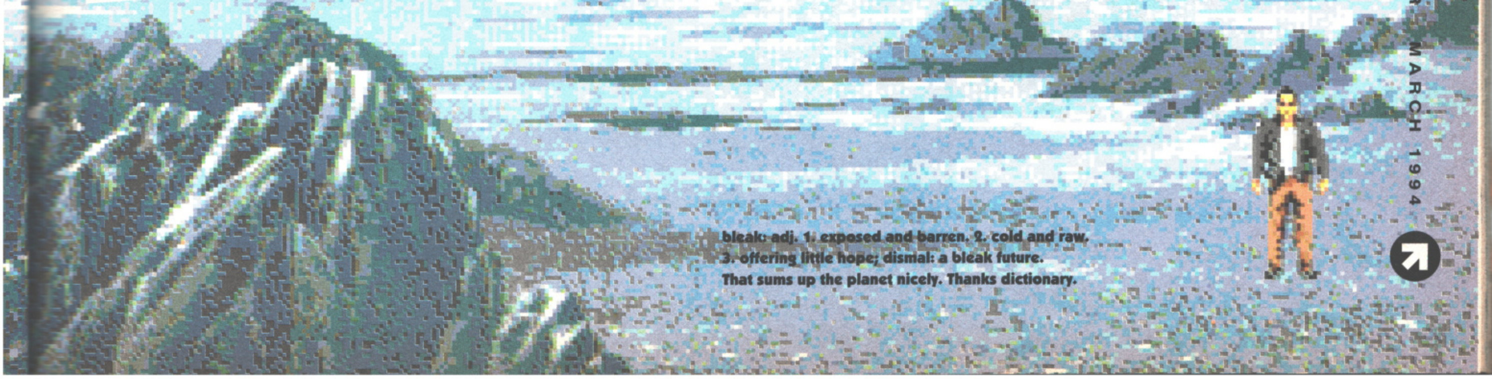
You view the action from a sort of distant fly-on-the-wall view, watching the characters wandering about and talking. To move the character around, you click on an area of the screen, and to pick up, use or drop things, you select the relevant icon before clicking on the object, and conversations are chosen from a list of predetermined sentences. To be a true *Monkey Island* clone, the game has to try its hardest to be side-splittingly funny in an obscure sort of way at every possible moment. It's becoming a tried and tested formula, and if LucasArts had patented the graphic adventure, they'd probably be multi, multi-billionaires now, instead of just plain, drab, ho-hum billionaires.

One of the most annoying aspects of point-and-click adventures is that to work out what's important and what isn't, all you usually do is wave the pointer across the screen and see what gets highlighted. If you point at a bookcase and nothing happens for instance, then you know it's just background detail, but if you point at a book and it says 'book' then you know it's got something to do with the story. *Innocent* manages to make it just a weeny bit harder by making this 'look at' function an icon that you have to select. It's just a small point, but it means that you tend to look at the picture instead of just mechanically sweeping the screen for clues. Another strange function is that the inventory window isn't split into boxes, so every time you move an object over to it, the icon stays in whatever haphazard way you drop it.

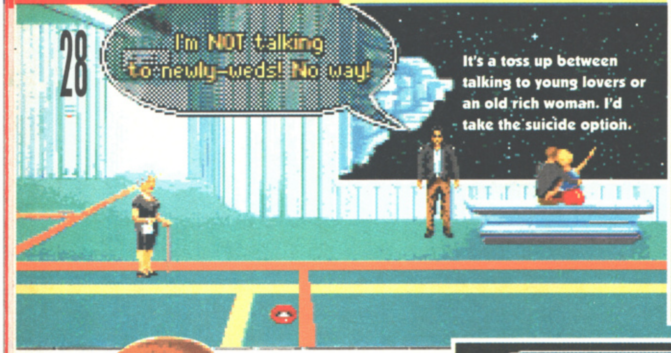
PONY

This offends my orderly nature, but I tend to think it fits the personality of your game alter-ego, a certain Jack T Ladd. It doesn't take an Einstein to take a wild guess at what sort of person Jack is and be absolutely right, seeing as he really is a Jack-the-lad.

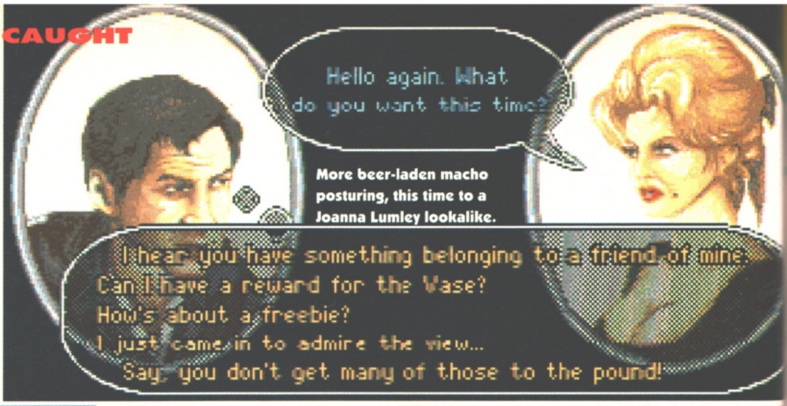




bleak: adj. 1. exposed and barren. 2. cold and raw. 3. offering little hope; dismal: a bleak future. That sums up the planet nicely. Thanks dictionary.

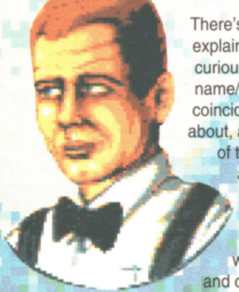


It's a toss up between talking to young lovers or an old rich woman. I'd take the suicide option.

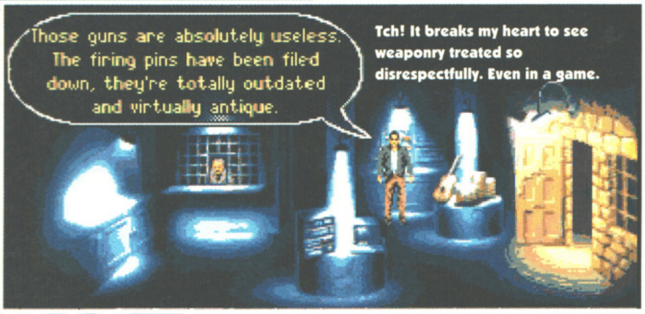

Hello again. What do you want this time?

I hear you have something belonging to a friend of mine.
Can I have a reward for the Vase?
How's about a freebie?
I just came in to admire the view...
Say, you don't get many of those to the pound!

More beer-laden macho posturing, this time to a Joanna Lumley lookalike.



There's three ways of explaining how this curious name/profession coincidence came about, although only one of them seems in any way likely. Firstly, there's the possibility that his parents were prescient, and could predict future events. Secondly, the name may have chosen the profession, with the young Jack buying a cheap leather jacket and a Ford Capri, and getting down to some serious wheeling and dealing. This may seem as unlikely as the first theory, but there's a historical precedent for this. It's been known for a long time that a teenage Vlad T Impaler was forced into his line of work by his parents, and that William T Conqueror invaded England only after a disastrous career as a pastry chef. Finally, and more likely, there's the distinct possibility that he was given a fairly obvious name by the programmers so you'd be left in no doubt as to the nature of his character.


Those guns are absolutely useless. The firing pins have been filed down, they're totally outdated and virtually antique.

Tch! It breaks my heart to see weaponry treated so disrespectfully. Even in a game.

WHISTLE

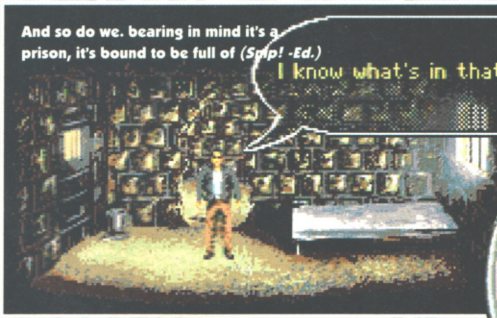
The game starts off with Jack being told that unless he pays his back taxes within a month, then the IRS are going to hack him up (in a literal sense). This is a bit of a downer for Jack, for although he's a wheeler-dealer, he's an astonishingly good one, and his back taxes add up to the combined national debts of most South American countries. Faced with a mere 28 days to cough up with (quite literally) a mountain of cash, what would be the first thing you'd do?

Right, you'd head straight down the pub, wouldn't you? *(Only if you were over 18, and then only for purely social reasons and in moderation. – Politically Correct Ed)* Being set in the future, Jack heads for the nearest seedy bar planet, and it's here that his adventures begin. Since he's been frisked by the IRS people, the only thing he's got with him is the tax demand, but thankfully there are plenty of things lying around, and loads of people who may, or may not be helpful.

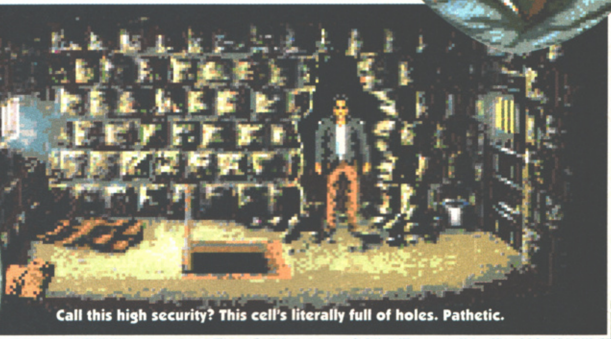
Now, if you're thinking of buying this game, the last thing you want is to be told the entire plot, so I'll stick to generalisations rather than story-line specifics. For a start, the game's broken up into lots of little sub-adventures. Much of the first bit on the planet Tayte revolves around Jack's frantic efforts to get a drink, which isn't as easy as you might think. Separating him from a cool lager are all manner of obstacles, not least his complete lack of money. In his quest for beer, he must talk to several, er, ladies of the night and frequent an, um, house of ill repute. In fact, the entire Tayte chapter is a tad bawdy and boysy, and at many points along the way (most notably the 'You don't get many of those to the pound' comment) you'll be frantically dialling for the euphemism police.

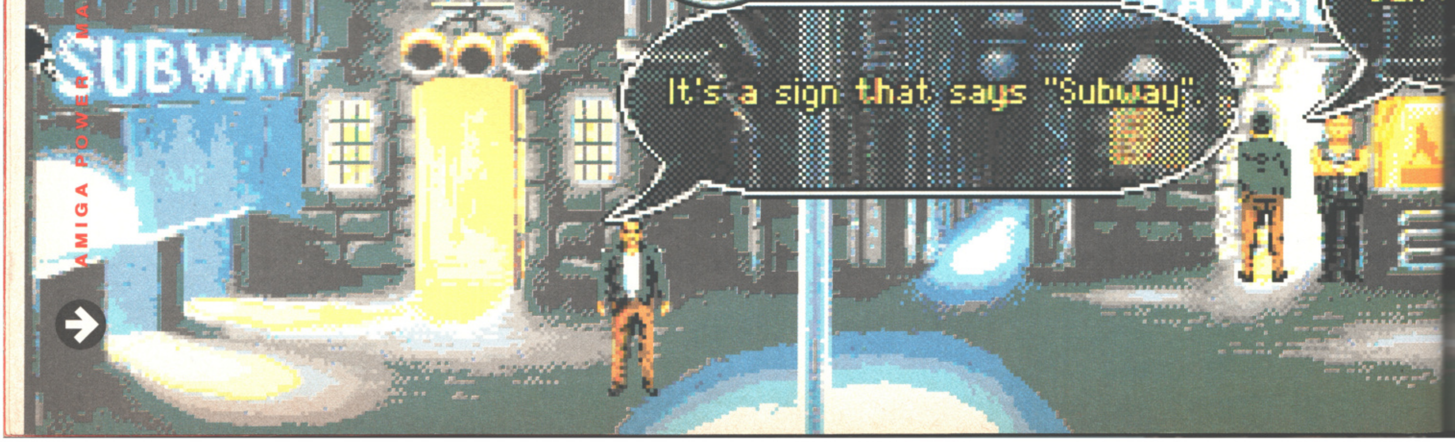
JAM

The episodic nature of the game works


And so do we. bearing in mind it's a prison, it's bound to be full of *(Snip! -Ed.)*

I know what's in that bucket...


Call this high security? This cell's literally full of holes. Pathetic.



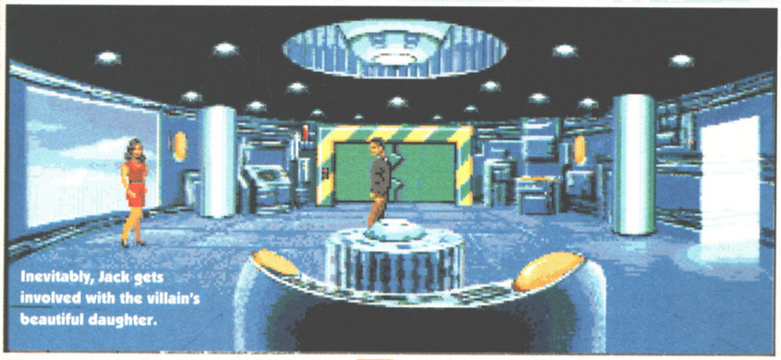
It's a sign that says "Subway".

Can
in?

because i
allows ma
might seer
about it, fil
of mass e
You don't
to Dagoba
Of course
him getting
chatting to
message.
Jack involv
him in pris
that bad th
the interve
filmy meth
leap from
floating cit
him finding

Inevita
involve
beautif

Coming
town n
comput
you. Ni



Inevitably, Jack gets involved with the villain's beautiful daughter.

because it breaks up the flow, and also allows massive shifts in location. This might seem a bit odd, but if you think about it, films, books and other great forms of mass entertainment do this all the time. You don't have to see Luke fly all the way to Dagobah to get the message, do you? Of course you don't, all you need to see is him getting in his X-Wing and then chatting to Yoda, and you get the message. In the same way, when we see Jack involved in a bar fight, and then see him in prison, you can get the message that bad things have happened to him in the intervening period. This slightly more filmy method of story telling allows Jack to leap from planet to starship to planet to floating city without going to the tedium of him finding the correct change to buy a ticket every time.

The game comes on ten disks, and is absolutely massive. In two days of non-stop playing, I completed only ten percent of it, and then used the handy cheat code (only available to us reviewer types) to look at the rest, and from the various disjointed bits that I saw, I can exclusively reveal that if you do everything right, you not only pay off your back-taxes, but also get the girl and save the galaxy. Not a bad tally for an inter-planetary Essex boy.

BRAHMS

As you'd imagine, with ten disks, there's an awful lot of disk swapping, and unfortunately, this is where it falls down. *Beneath a Steel Sky* managed to keep the swapping down to changing a single disk over whenever you entered a new section of the game, and although you can go for quite a while without being interrupted, when you do get some change disk prompts, everything dissolves into a horrible flurry of inserting five or so disks in rapid succession. *Innocent Until Caught* is hard-disk installable however, and so those of you with fixed mass storage media will be completely unaware of this problem.

Main gripe number two is that the mouse pointer's a bit fiddly. Part of this is to do with the pointer moving slowly, so there's a slight lag between you moving the mouse and the pointer reacting, and part of it's because of the pixel-perfect positioning needed to pick up certain objects.

BOAT

So to sum up, *Innocent Until Caught* is a big, funny adventure and quite obviously written by and for males who have some difficulty working out the difference between sexy and sexist. There again, when you're following the antics of a leather jacketed, 100 percent Ladd, I suppose a bit of excessive, red-blooded, stare-down-the-cleavage leering is perfectly in order. Possibly.

● *CAM WINSTANLEY*

> **"Get the girl and save the galaxy"**

ON THE OTHER HAND

In my many years in the business I've been offered a lot of scripts like this. I've usually read them carefully, winced at their immaturity, phoned my agent and taken the ludicrous amount of cash that I've been offered. *Innocent Until Caught* would be a fine vehicle for my talents and I would be happy to become involved in the project. Finally I'd like to thank all the people who've made this text box possible – Stu for thinking of it, Steve (love ya!) for editing it, Cam for being there ...

● *HARRISON FORD*

▲ **UPPERS** It's huger than a helium filled huge thing, and a lot more episodic than most adventures, so you get lots of little triumphs throughout the game, and consequently it's more filmy. Locations across the galaxy and a nice line in humour.

▼ **DOWNERS** A very slow mouse update and pixel-perfect clicking are the main ones, but there's all the usual problems associated with adventures – mammoth bouts of disk swapping, similar to *Monkey Island*, blah, etc.

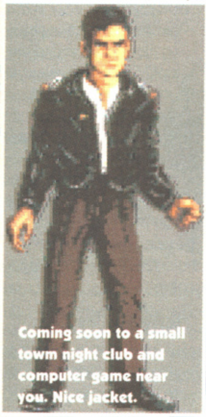
THE BOTTOM LINE

Although it's a funny and absorbing adventure game that'll take you ages to finish, it really doesn't tread much new ground in either content, presentation or plot. And its got some naff jokes. But what the hey, it's still a worthy way to soak up the unproductive midnight hours.

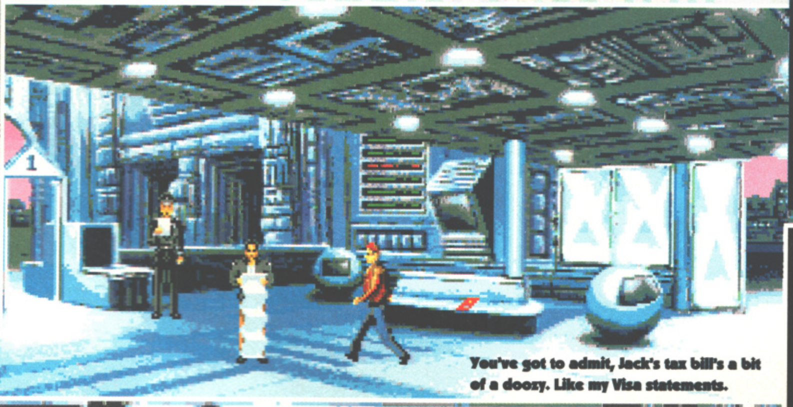
81 PERCENT

THE BOTTOM LINE

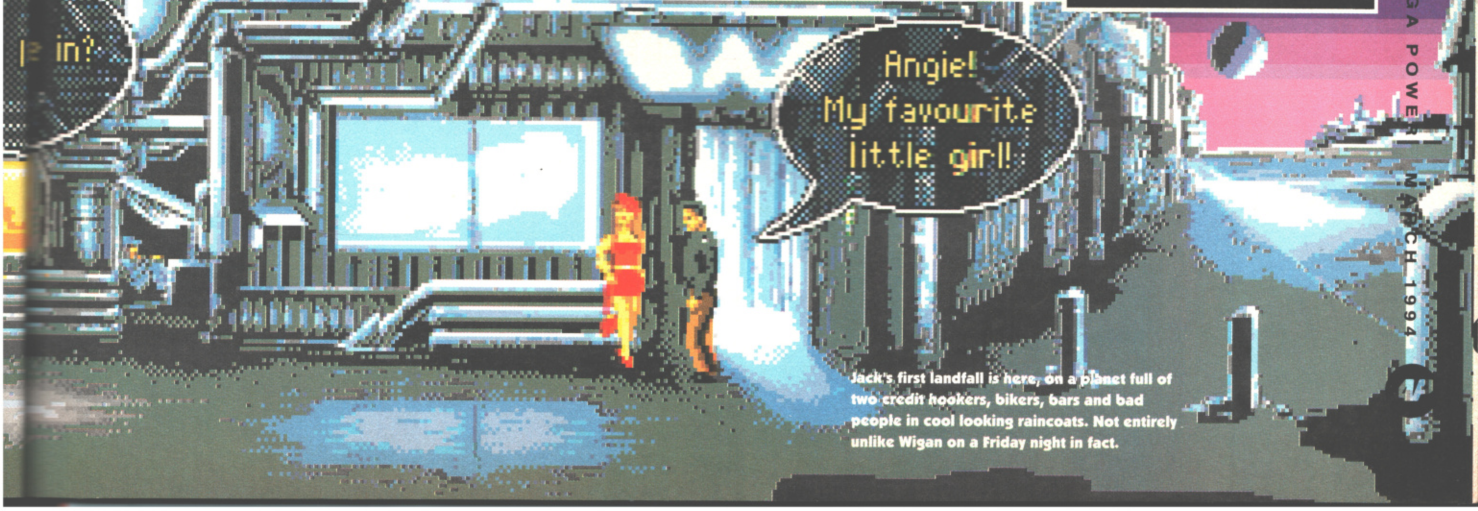
A1200 It may just be me, but the number of disks per swapping session seems fewer on the A1200. If I'm imagining this, then it's exactly the same. Sorry.



Coming soon to a small town night club and computer game near you. Nice jacket.

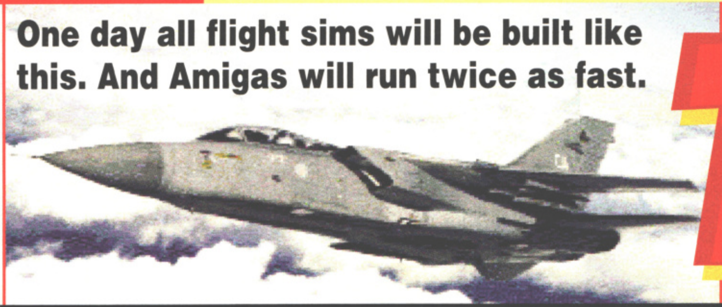


You've got to admit, Jack's tax bill's a bit of a doozy. Like my Visa statements.



Jack's first landfall is here, on a planet full of two credit hookers, bikers, bars and bad people in cool looking raincoats. Not entirely unlike Wigan on a Friday night in fact.

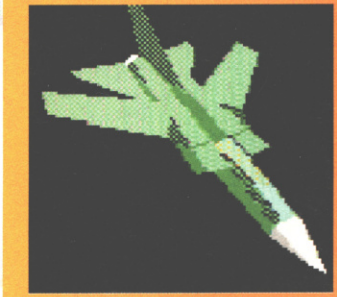
One day all flight sims will be built like this. And Amigas will run twice as fast.



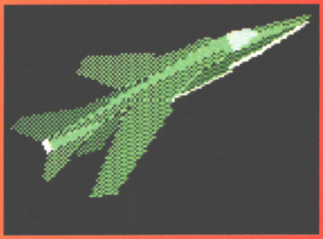
TOR

PLANES, TRAINS AND ARMOURED FIGHTING VEHICLES

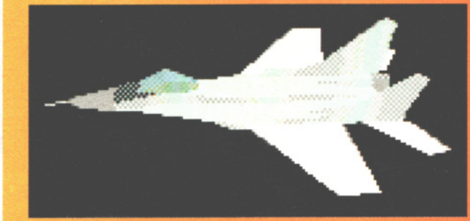
Tornado has some champion 3D shapes. Most of the impact is lost as you flash past at hundreds of miles an hour desperately trying to arm the right weapon and avoid the incoming missiles.



The hero of the piece, the ground attack version of the Tornado. Designed to fly fast and low, deep into enemy territory and deliver pin-point accurate attacks on anything that annoys you, Every home should have one.

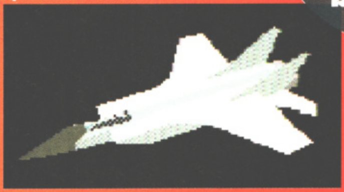


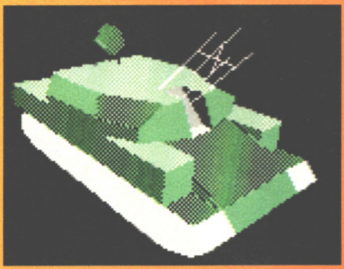
MiG-27 Flogger ground attack aircraft. Since the break up of the Soviet Union they're available in Exchange and Mart for around ten grand, no questions asked.



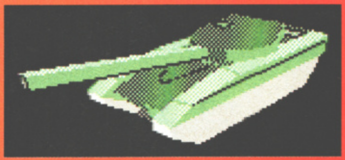
MiG 29 Fulcrum, a decidedly dangerous plane. It's fast and manoeuvrable and more than a match for a Tornado in a dog-fight.

The MiG 31 Foxhound that put NATO into a bit of a flap when first unveiled. Very fast, but not very manoeuvrable.

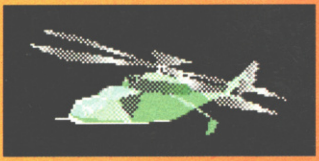




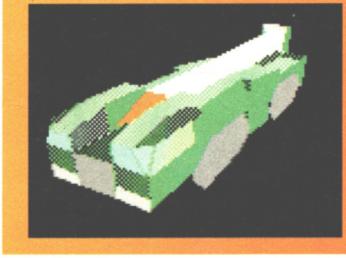
The ZSU-23 sporting four radar-guided 23mm cannon which are more deadly than guided missiles at close range.



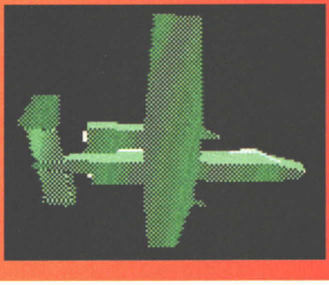
Top Soviet tank, the T-80. Easy meat without air cover or AA support.



The huge, Mi-24 Hind helicopter gunship, faster than an Apache, but not nearly as sexy looking.



The infamous MAZ 543 complete with SCUD missile. Not always an easy target, as the Allied forces discovered during the Gulf war.



An American A-10 Thunderbolt, specially designed for close support. It's Gatling gun can turn tank columns into long, thin scrapyards in short order.

Game: Tornado
Publishers: Digital Integration
Authors: In house
Price: £34.99
Release: Out now

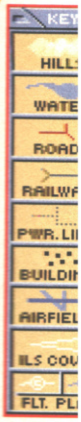
Gulp, look at the size of that manual, well over 300 pages. And I'm are going to have to read it too, it's that sort of game. No fiddling about with the program until it looks like it's working properly. It tells you not to be overwhelmed by the huge manual in the first paragraph of the introduction, thanks guys. If you think that's bad, take a butchers at the control summary sheet. It starts off small, and then folds out a couple of times to become big, printed on both sides with well over a hundred keyboard commands.

Tornado bills itself as a flight simulation of unequalled authenticity and I have no reason to argue. It's deliciously complex with loads of buttons to press and little dials, lights and multi-function displays to look at. Time to settle down with a plentiful supply of sugar products and plod through the instructions before you can start crashing successfully. There is a quick start option so that you can start crashing straight away, but it's best to slowly digest the instructions and learn how to do it properly.

> **"It's deliciously complex with loads of buttons"**

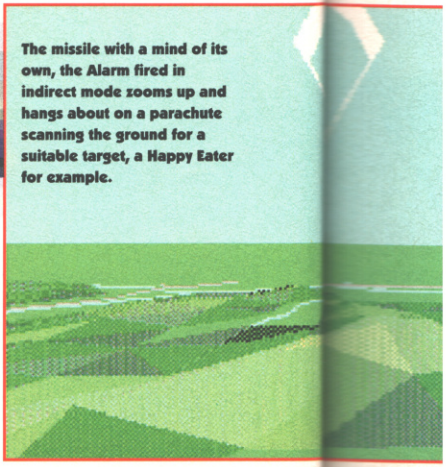
TOTAL BIGGLES

You don't just take off and fly toward the enemy, shooting as you go. Like the real RAF, missions are very carefully planned



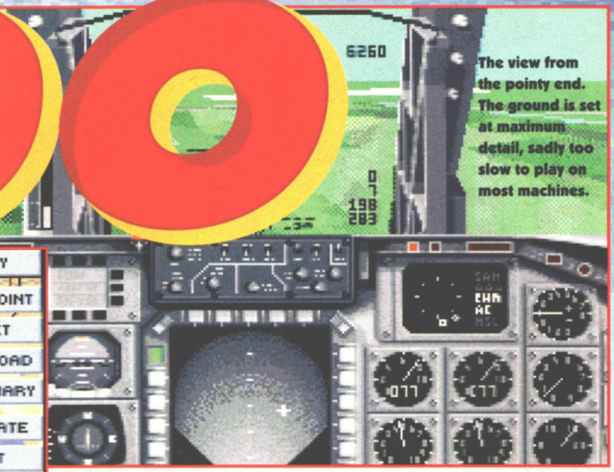
affairs. Th
are all pro
take off. A
training mi
combat mi
campaigns
Amiga ver
programm
despite a l
the manua
designing
ones. You
about all o
place destr
wide variet
hardware i
foreign fiel

The fi
important j
yourself a
ready to ea
your comm
killing lots
are bent or
something

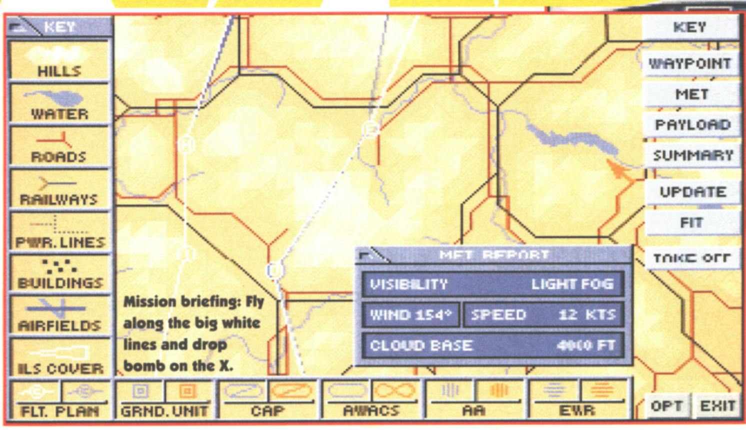


The missile with a mind of its own, the Alarm fired in indirect mode zooms up and hangs about on a parachute scanning the ground for a suitable target, a Happy Eater for example.

NADO



The view from the pointy end. The ground is set at maximum detail, sadly too slow to play on most machines.



MET REPORT

VISIBILITY LIGHT FOG

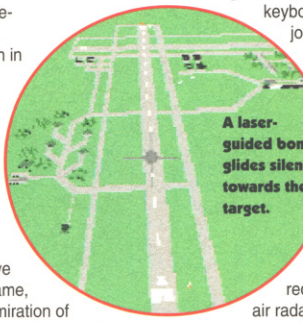
WIND 154° SPEED 12 KTS

CLOUD BASE 4000 FT

Mission briefing: Fly along the big white lines and drop bomb on the X.

affairs. The route, weapons and targets are all programmed into your crate before take off. Along with a simulator and training missions there are dozens of full combat missions to fly as well as campaigns. All the missions on the Amiga version are pre-programmed for you, despite a long section in the manual about designing your own ones. You get to fly about all over the place destroying a wide variety of hardware in various foreign fields.

The first important job is to give yourself a suitable name, ready to earn the admiration of your commanders and colleagues by killing lots of the nasty foreigner types that are bent on world domination, or something or other. They're up to no good anyway. Although the aircraft and weapons are realistically portrayed, the enemy country remains firmly anonymous.

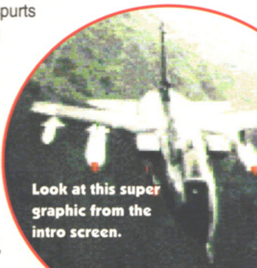


A laser-guided bomb glides silently towards the target.

GINGER

Flight control is with either mouse, keyboard or a digital or analog joystick. The pause button and control summary sheet are totally indispensable. Everything seems to have at least three operating modes. You don't just hit the fire button to let loose with a weapon. Even simply firing your cannon at another plane requires you to select air-to-air radar mode, arm air-to-air weapons, select the cannon and pick a target by clicking on it with the mouse on the air-to-air radar display. You can now start blasting, which the other chap has probably already been doing for a while.

The real Tornado has a two man crew and *Tornado* includes the rear navigator seat, where you control weapon selection and navigation. You need to flip between the pilot and navigator quite a bit. Your weaponry consists of: General Purpose bombs, retarded GP bombs, ALARM air-to-ground missiles, Sidewinder air-to-air missiles, laser guided bombs, cluster bombs and the JP 233, a huge, nasty airfield attack weapon that spurts concrete-penetrating bombs and mines. *(Also known, euphemistically, as a 'runway denial bomb' – Cam)* For each weapon you need to learn a different delivery method. The autopilot is excellent, it'll practically fly the entire mission for you, even following the terrain at a set height. Without it the game would be a different kettle of bananas. Turn it on and concentrate on planning ahead, firing weapons and doing your nails.



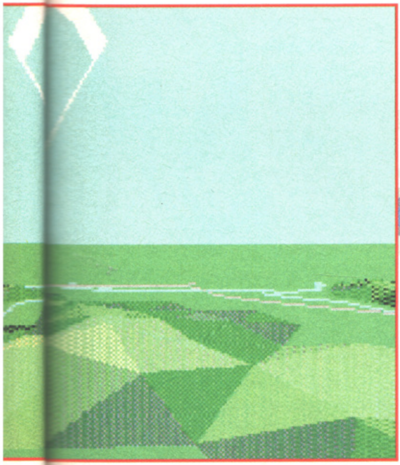
Look at this super graphic from the intro screen.

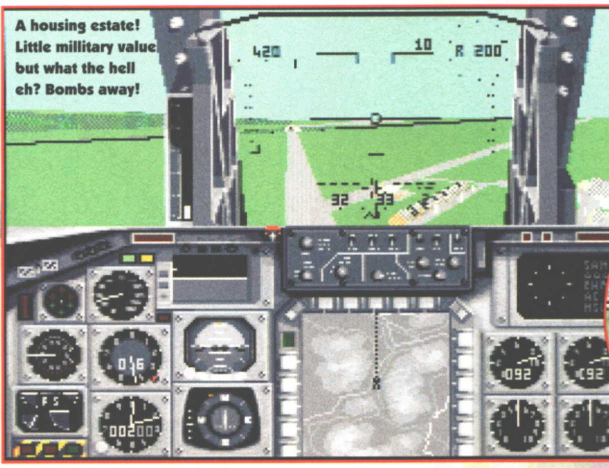
The outside 3D world is chock full of roads, housing estates, petrol stations and garden sheds. The hills even have a pretty textured effect. Flying at 200 feet over the busier sections is a treat. At altitude it looks much like every other flight sim, big green ground and big blue sky.

W.E.JOHNS

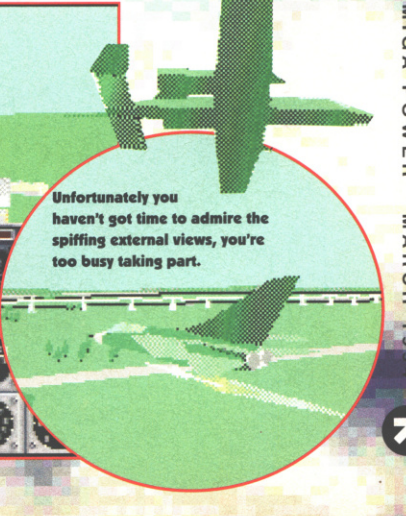
Right got the picture? A huge, awe-inspiring flight sim with more features than a video shop and more buttons and dials than a Flash Gordon spaceship. When you get airborne you hit the big snag, speed.

The frame rate varies depending on what detail level you've set and what is on screen, but it's never very quick, making fast manoeuvring very tricky. It's all too easy to overshoot and go spinning all over the shop. The smart textured ground effect is the first to go. On an A1200 it's playable, but frustrating. On an A500 you're in for a hard time controlling the kite. Aiming the laser bombs is particularly difficult, if not

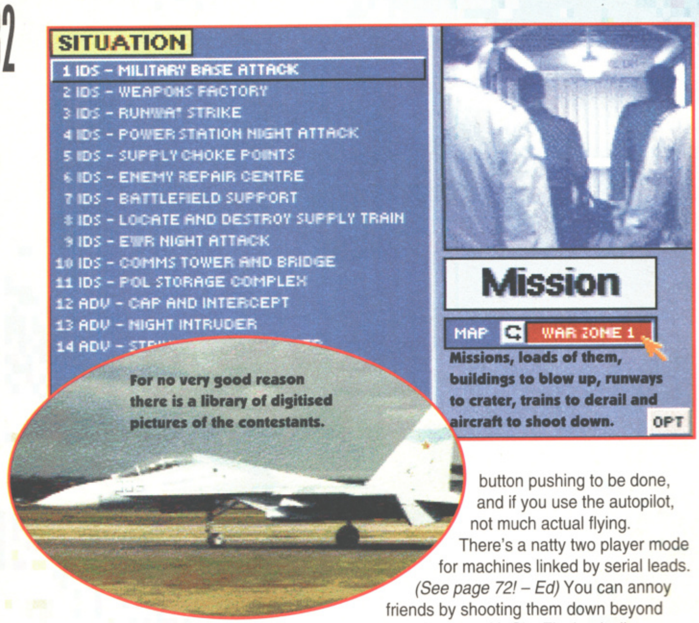




A housing estate! Little millitary value but what the hell eh? Bombs away!



Unfortunately you haven't got time to admire the spiffing external views, you're too busy taking part.

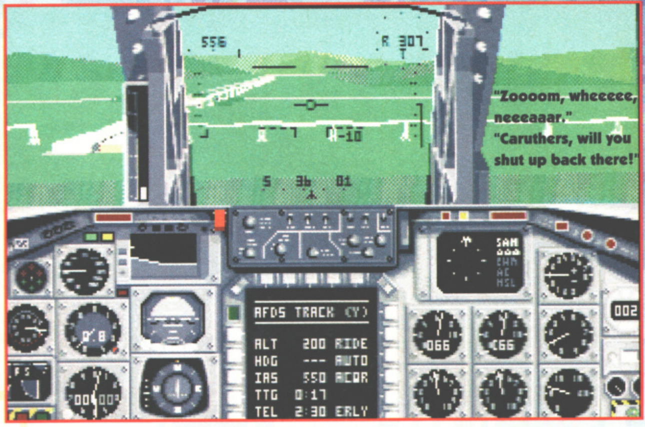


SITUATION

1 IDS – MILITARY BASE ATTACK
2 IDS – WEAPONS FACTORY
3 IDS – RUNWAY STRIKE
4 IDS – POWER STATION NIGHT ATTACK
5 IDS – SUPPLY CHOKE POINTS
6 IDS – ENEMY REPAIR CENTRE
7 IDS – BATTLEFIELD SUPPORT
8 IDS – LOCATE AND DESTROY SUPPLY TRAIN
9 IDS – EWR NIGHT ATTACK
10 IDS – COMMS TOWER AND BRIDGE
11 IDS – POL STORAGE COMPLEX
12 ADV – CAP AND INTERCEPT
13 ADV – NIGHT INTRUDER
14 ADV – STR

Missions, loads of them, buildings to blow up, runways to crater, trains to derail and aircraft to shoot down.

For no very good reason there is a library of digitised pictures of the contestants.



AFDS TRACK (Y)
ALT 200 RIDE
HDG --- AUTO
IAS 550 ACQR
TTG 0:17
TEL 2:30 ERLY

"Zoooom, wheeeee, neeeaaar." "Caruthers, will you shut up back there!"

impossible. The box has "Accelerator card recommended" on it, they're not kidding.

The Tornado wasn't built for close-up dog-fighting, which is a pity because it's one of the fun parts of any flight sim. It's flippin' difficult as well, jets don't have the wind-in-the-hair feel of prop planes. It's all instruments, radar and missile lock. Mostly all you see of the other planes is a frame or two as they flash past.

UP THERE

Once you learn to navigate around the keyboard functions and learn to survive a mission or two the game starts to come to life. There is an undeniable thrill about swooshing over a target very fast, very low and dropping something highly explosive on top of it. Ahem, rich pickings for psychological analysis there. The game's a mix of planning and strategy, coupled with a few frantic minutes over the target. There's lots of button pushing to be done, and if you use the autopilot, not much actual flying.

There's a natty two player mode for machines linked by serial leads. *(See page 72! – Ed)* You can annoy friends by shooting them down beyond visual range with Sky Flash missiles before they've even looked up how to turn on the radar and ECM.

TALK ME DOWN

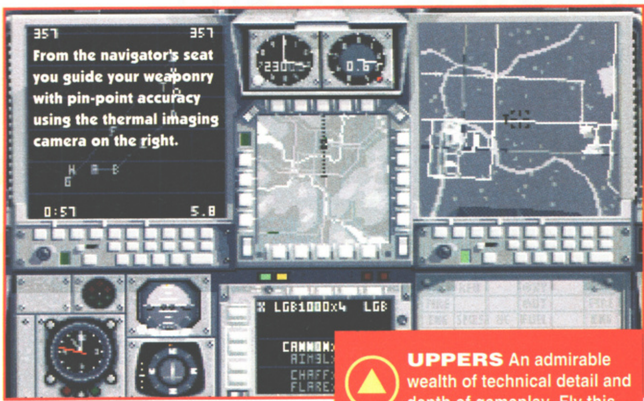
There is no easy way to land, even with the Instrument Landing System, it's a pain. You can screw up a perfect mission right at the end. A little cheat wouldn't go amiss. Some hotkeys for the weapons would go down a storm too. Trying to do a quick ALARM missile launch while on a bombing run isn't easy with all the keys to navigate your way around.

> "Annoy your friends by shooting them down"

Some people are going to flip over *Tornado*. There are loads of high tech controls to handle and after a while the part starts to get to you. You know, a superbly-trained, hideously brave and drop-dead handsome pilot chap flying a state-of-the-art flying machine dedicated to completing a dangerous mission. Ahem, more material for analysis methinks. The only real fly in the ointment is the speed of things, it's just too slow on a A500, unless you can put up with the jerky update.

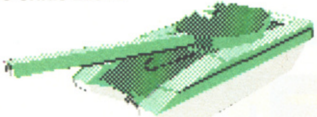
Tornado is an ambitious program. It sets out to be complete simulation of the Tornado GR4 and F3, as far as possible. It contains all the features you would expect and more. Despite the initial intimidation the manual and the number of different commands cause, it's decidedly playable. If only it wasn't so slow.

● *CHRIS LLOYD*



X LGB1000x4 LGB
CANNON:
AIM9L:
CHAFF:
FLARE:

From the navigator's seat you guide your weaponry with pin-point accuracy using the thermal imaging camera on the right.



UPPERS An admirable wealth of technical detail and depth of gameplay. Fly this successfully and you can half believe you could fly the real thing. Excellent navigation and autopilot systems make getting to the target easy. *Tornado*'s a flight sim aficionado's dream.

DOWNERS Too complex for its own good at times, you can get bogged down with the control systems and miss out on the flying business. The fixed missions lead to a lack of flexibility and more weapons wouldn't go amiss. The biggest downer is the slow and jerky update, unfortunately making the aircraft a pig to control at times.

THE BOTTOM LINE

Amongst the crowd of flight sims *Tornado* stands out as being one of the most technically impressive and accurate with bells and whistles galore. The 3D world is detailed and looks superb. Not easy at the start but takes you further.

78 PERCENT

THE BOTTOM LINE

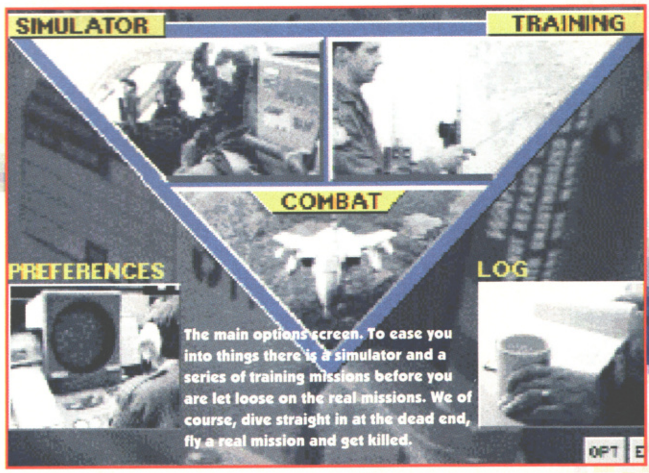
A1200 Exactly the same game but now thankfully faster and hence more playable. It really needs an A1200 from the off.

82 PERCENT

ON THE OTHER HAND

I'm sorry, but it's just too slow for me to bother getting to grips with it. At times the speed of frame update makes the game feel so dis-jointed that you wander off to make a cup of tea in between encounters. As for what this does to the controls, well the spped makes it impossible to accurately fly or control your guided weapons sytems. The whole game could do with a good rethink so that it was more Amiga friendly. A lot of people will get enjoyment out of the incredible detail though. Definitely one for propeller-heads.

● *STEVE FARAGHER*



The main options screen. To ease you into things there is a simulator and a series of training missions before you are let loose on the real missions. We of course, dive straight in at the dead end, fly a real mission and get killed.

TA
NEW
stand
Firmly
FOOTBA
FT2 ENG
tactics ar
successfu
soccer sc
FT2 ITAL
and the gl
Three
FT2 is nc
charge. E
trailing ba
tactical int
in the end,
Try FOOT
What m
- Biggest e
limit?) Nov
- First ever
change ta
- Most accu
nationalitie
- Largest r
seasons a
- Professior
- First ever
'time-wast
- Fastest ev
super-fast
- Most accu
tuning all p
- 16 differer
You manag
- Three leve
What ar
- FA Premie
transfers,
- Man of the
Year. Man
- Easy sele
winners, p
- Unique da
- Full-scale
- Intelligent
situation o
Plus mid-v
- Thirteen c
bookings,
- Friendlies,
Why is F
The very es
every day, ru
moment they
fine enough
weekly. Ther
are in serie
features
I enclose ch
Visa or Acc
TA
5 M

FOOTBALL TACTICIAN 2

NEW enhanced version sets even higher standards and breaks more records.

Firmly established as the definitive interactive football strategy game, *FOOTBALL TACTICIAN 2* is now available in three superb versions:
FT2 ENGLAND the original and the first ever management game where tactics and real-time match intervention are the main requirements for a successful campaign. **FT2 SCOTLAND** the first ever simulation covering the soccer scene north of the border featuring the Premier and First divisions. **FT2 ITALIA** with the fabulous serie A and serie B for the thrills, the passion and the glory of the world's most exciting league!

Three great games with the latest 93/94 stats. One soon realises that FT2 is no ordinary soccer manager. THIS is the REAL THING. You're in charge. Events on the field are the direct result of your inputs. Even when trailing badly, a match can still be retrieved and won if you make shrewd tactical interventions. There are risks involved, uncertainty and even luck. But in the end, it's all down to you! Can you rise to the challenge?
Try *FOOTBALL TACTICIAN 2* for a totally different football experience!

What makes Football Tactician 2 so special?

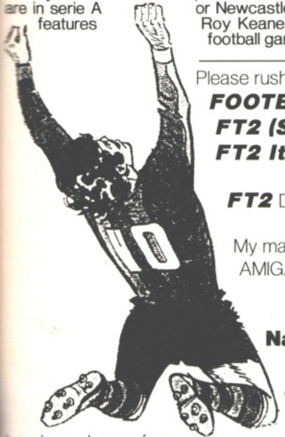
- Biggest ever multi-user system: up to 46 users (yes forty-six! who said four was the limit?) Now with new rating system reflecting managers' ability and achievements.
- First ever fully interactive management game: intervene at any time during a match to change tactics, make substitutions, adjust formation, mark players or inspect possession.
- Most accurate player definition: 30 parameters including real ages, aptitudes, skills, caps, nationalities, playing positions, fitness, morale, market valuation and performance.
- Largest results database: 21290 match results and league positions going back 20 seasons all instantly retrievable. All of which may be printed out and examined.
- Professional recording: 36 matches always recorded for full-scale replay at ANY time!
- First ever referee involvement: true to life behaviour. Beware of adopting 'rough tactics' or 'time-wasting' when Jim Parker is in charge! The message is clear: know your refs.
- Fastest ever setting-up time: initial start-up in less than two seconds, thanks to 900K of super-fast machine code. No waiting. No delays. Smoothness of action is FT2's hallmark.
- Most accurate editor: built-in intuitive editor capable of entering new players and fine tuning all parameters. It goes without saying that this is essential for the serious user.
- 16 different tactics from rough play to offside-trap, all adjustable throughout the match. You manage your side before AND during the match. No guessing. No falling asleep.
- Three levels of match reporting, from highlights only to ball-by-ball commentary.

What are the new features?

- FA Premiership and Division One permanently in memory with full interaction, promotions, transfers, European pool, play-offs, local and European Cups.
- Man of the Match. PFA Player of the Year. PFA Young Player of the Year. Footballer of the Year. Manager of the Year. Transfer deadline. Pitch invasions. Fights between players.
- Easy selection of penalty takers, free-kick takers, long throwers, wingers, captains, ball winners, playmakers, overlapping full backs, reserves, substitutes, player managers...
- Unique database-type search facility to locate any player in the league.
- Full-scale printing facilities. With 46 simultaneous users, highly suitable for Play-by-Mail.
- Intelligent behaviour of computer sides capable of changing tactics to respond to situation on the field or making substitutions based on fitness and fatigue.
  Plus mid-week transfer and fitness news from all 46 clubs.
- Thirteen different charts: top scorers, super-subs, penalty kings, hat-trick heroes, most bookings, most consistent player, most caps, etc, etc...
- Friendlies, precise transfer markets, club history, financial position and much much more!

Why is FT2 not in the shops?

The very essence of a football strategy game is its accuracy. With transfers happening every day, rules being changed and players being injured, shop games are out-of-date the moment they come out. Some publishers issue yearly revisions. That may be fine but not fine enough for us. The FT2 you buy is 100% up-to-date. We revise the program and data weekly. There are no compromises. Who wants to play a game that says that Fiorentina are in serie A or Newcastle in Division One? Who wants to play a game that features Roy Keane at Forest or Ruud Gullit still at Milan? No known football game is more up-to-date than FT2 and that's a fact!



Please rush 1 copy of

FOOTBALL TACTICIAN 2	**£22.95** ☐
FT2 (Scotland)	**£22.95** ☐
***FT2 Italia** (serie A and serie B)*	**£22.95** ☐
***FT2** Double Pack (tick any two)*	**£29.95** ☐

My machine is an
AMIGA A500 (one meg) ☐ A600 ☐
A1200 ☐ ATARI ST/STE ☐

Name

Address

enclose cheque for ...... My Visa number is ......
Visa or Access orders: same-day dispatch. Overseas please add £1 p&p

TALKING BIRDS 0702 523607

5 Minster Close Rayleigh Essex SS6 8SF

---

european computer user

FREEPHONE 0800 318576

Fax: 0480 496379

AMIGA - THE NEXT GENERATION CD 32 TITLES

ARABIAN KNIGHTS	11.99
CAPTIVE 2 - LIBERATION	19.99
• CHAOS ENGINE	CALL
• ELITE 2 - FRONTIER	CALL
• GUNSHIP 2000	18.99
• HUMANS 1 + 2	CALL
• JURASSIC PARK	CALL
• LEGACY OF SORASIL	17.99
• LOTUS TRILOGY	19.99
MICROCOSM	31.99
PINBALL FANTASIES	19.99
PIRATES GOLD	19.99
ROBOCOD	17.99
• SEEK'N'DESTROY	17.99
SENSIBLE SOCCER	17.99
• TFX	CALL
• TOTAL CARNAGE	19.99
• URIDIUM 2	17.99
WHALES VOYAGE	19.99
ZOOL	17.99

AMIGA A1200 TITLES

A1200 INSIDER GUIDE (BOOK)	13.99
A1200 NEXT STEPS (BOOK)	13.99
ALFRED CHICKEN	18.99
ALIEN BREED 2	19.99
• CASTLES 2	CALL
CHAOS ENGINE	17.99
CIVILIZATION	22.99
DELUXE PAINT 4 1	69.99
• DENNIS THE MENACE	18.99
DIGGERS	18.99
• ELFMANIA	17.99
• INFERNO	CALL
ISHAR	16.99
ISHAR 2	17.99
• JAMES POND 3	CALL
JURASSIC PARK	19.99
MORPH	15.99
• MR.NUTZ	CALL
OSCAR	17.99
PINBALL FANTASIES	17.99
ROBOCOD	15.99
RYDER CUP	16.99
SIM LIFE	22.99
SIMON THE SORCERER	26.99
SOCCER KID	16.99
STAR TREK 25TH	23.99
• TFX	CALL
• TURRICAN 3	16.99
TROLLS	16.99
• UNIVERSE	CALL
WHALES VOYAGE	19.99
ZOOL	15.99
• ZOOL 2	17.99

MEMBER OF
DIRECT MARKETING ASSOCIATION

ET TU BRUTAE? YO JULIUS ANY OF THESE PLEASE!

ALIEN BREED 2	17.99
+AMOS PRO COMPILER	23.99
+AMOS PRO	32.99
•APOCALYPSE	18.99
ASSASIN RE-MIX	9.99
A-TRAIN	12.99
+BAT 2	13.99
+BATTLECHESS	7.99
•BATTLE ISLE 2	CALL
BENEATH THE STEEL SKY	20.99
BLITZ BASIC V2.0	53.99
+BOBS BAD DAY	11.99
BODY BLOWS	15.99
BODY BLOWS GALACTIC	16.99
BRILLIANCE	45.99
+CAMPAIGN	20.99
+CAMPAIGN MISSION DISK	9.99
CANNON FODDER	18.99
+CARDIAXX	6.99
CHAMPIONSHIP MANAGER 93	16.99
CHAMPIONSHIP MANAGER 94 DATA	7.99
+CHAMPIONSHIP MANAGER ITALIA	16.99
CHAOS ENGINE	15.99
CIVILIZATION	22.99
•CLAWS	14.99
COMBAT CLASSICS 2	19.99
COMBAT AIR PATROL	18.99
CORPORATION	7.99
+CURSE OF ENCHANTIA	8.99
•CYBERPUNK	CALL
•CYBERSPACE	22.99
DARKSEED	19.99
•DIGGERS	17.99
DREAMLANDS (ISHAR, TTANSARTICA, S.MASTER)	8.99
DUNE 2	18.99
DUNGEON MASTER/CHAOS	17.99
+EASY AMOS	23.99
•ELFMANIA	16.99
EUROPEAN CHAMPIONS	16.99
EXCELLENT GAMES (POOL, POPULOUS 2, ROBOCOD, SHUTTLE)	20.99
F1	17.99
+F117A NIGHTHAWK	20.99
+F1 5 STRIKE EAGLE 2	12.99
FLASHBACK	20.99
+FORMULA 1 G.P.	16.99
FRONTIER - ELITE 2	18.99
•GENESIA	CALL
GOAL	19.99
+GRAHAM GOOCH CRICKET	16.99
GRAHAM GOOCH SECOND	14.99
HIRED GUNS	19.99
+HUMANS DOUBLE PACK	17.99
INDY JONES FATE OF ATLANTIS	24.99
INNOCENT UNTIL CAUGHT	20.99
+JAGUAR XJ220	7.99
+JOE & MAC - CAVEMAN NINJA	17.99
JOHN MADDEN (AMERICAN) FOOTBALL	10.99
JURASSIC PARK	16.99
•K240	CALL
+KINDWORDS 3	25.99
KINGMAKER	24.99
•KINGS QUEST 6	28.99
+LIONHEART	16.99
•LEGACY OF SORASIL	17.99

LEMMINGS 2 - THE TRIBES	15.99
LETHAL WEAPON	10.99
LINKS THE CHALLENGE	12.99
LORDS OF POWER (S.SERVICE 2, RED B.P. GENERAL, R.TYCOON)	20.99
+LOST TREASURES OF INFOCOM	23.99
•LURE OF THE TEMPTRESS	9.99
+M1 TANK PLATOON	10.99
MAGIC BOY	16.99
MAKEPATH (FOR VISTA PRO)	23.99
•MAN UTD PREMIER LEAGUE CHAMPS	17.99
+MAXIPLAN 4	25.99
MICRO MACHINES	16.99
•MIG 29 - SUPER FULCRUM	9.99
MONKEY ISLAND 1	12.99
MONKEY ISLAND 2	24.99
•MONOPOLY	17.99
MORTAL KOMBAT	18.99
NODDY'S BIG ADVENTURE	16.99
•ODYSSEY	CALL
OVERDRIVE	15.99
•PERHILLION	20.99
•PGA TOUR GOLF	9.99
PINBALL DOUBLE(DREAMS/FANTASIES)	20.99
PREMIER MANAGER 2	15.99
PRO ACTION REPLAY	55.99
+PUTTY	9.99
RAILROAD TYCOON	13.99
REAL 3D CLASSIC	69.99
•RISE OF THE ROBOTS	CALL
•ROBINSONS REQUIEM	19.99
+ROBOSPORTS	8.99
RULES OF ENGAGEMENT 2	20.99
SCALA MM300	CALL
SECOND SAMURAI	18.99
+SENSIBLE SOCCER 92/93	15.99
+SHUTTLE	12.99
•SIM CITY/LEMMINGS	17.99
SKIDMARKS	17.99
SOCCER KID	16.99
SPACE LEGENDS	19.99
STARDUST	10.99
STREETFIGHTER 2	10.99
SYNDICATE	21.99
+TECHNOSOUND TURBO 2	32.99
+THEATRE OF DEATH	14.99
+THE PUBLISHER (NEEDS 2 DISK DRIVES)	25.99
THE SETTLERS	24.99
TORNADO	20.99
TOTAL CARNAGE	16.99
•TRACKSUIT MANAGER 94	17.99
•ULTIMATE PINBALL	20.99
URIDIUM 2	16.99
VISTA PRO. 3	49.99
+WALKER	12.99
WARZONE	7.99
•WEIRD DREAMS	7.99
•WHEN TWO WORLDS WAR	20.99
•WING COMMANDER	9.99
WIZKID	10.99
WONDERDOG	16.99
WORLDS OF LEGEND	16.99
X-COPY PRO	24.99
YO JOE	15.99
ZOOL 2	15.99

All items are subject to availability. **Prices can be subject to change. E & O E.**

Post and packing: UK = 75p per item 2nd Class; £1.50 per item 1st Class; £2.00 per item 1st Class Recorded.
E.E.C. = £3.00 per item; Non-E.E.C. = £6.00 per item;
Swift Air E.E.C. = £5.75 per item; Swift Air Non E.E.C. = £9.00 per item
Next Day Courier = £5.00 per consignment (Up to 5kg. Deliveries Mon-Fri Only)
Titles marked with a • may not be released at time of going to press.
Please telephone for availability and a full copy of our terms and conditions.
Titles marked with a + are available at the price shown while stocks last.

VISA MasterCard

OPEN ALL DAY SATURDAY

NAME
ADDRESS

POSTCODE PHONE
ITEM PRICE
ITEM PRICE
ITEM PRICE
(Please indicate whether you require Disk or CD-ROM) POSTAGE
TOTAL

Visa / Mastercard / Switch Number:

Switch Issue No: Card Expiry Date:

SIGNATURE:

Make cheques payable to:
European Computer User
& send to:
Units A2/A3 Edison Road
St. Ives, Huntingdon
CAMBS PE17 4LF

AMIGA POWER MARCH 1994

MAELSTR

A long time ago in a galaxy far, far away an extremely large

Game: Maelstrom
Publisher: Empire
Authors: Andy Hook, Glenn Wilson
Price: £34.99
Release: Out now

The plot of *Maelstrom* reads like a tired old synthesis of Dune, Star Wars and Lord of the Rings. You know the kind of thing; there were frightful galaxy-wide wars in the past, people speak about them in hushed tones they were so terrible, yawn; the planet you've become Overlord of is basically just a huge slab of the most important mineral/rocket fuel (spice anyone?) in the galaxy, zzzzz; a big bad kick-ass-out-of-the-small-guys evil empire is swallowing up the free planets and putting them under its ghastly thrall, snoresville Arizona.

You were originally an agent for the Empire, on a reconnaissance mission to find out the best method of conquering the planet. Suddenly, in an Arnie Schwarzenegger Running Man change of heart, you switch your loyalties and decide to help out the inhabitants of Harmony (the fuel laden planet that sounds like a hairspray). Naturally enough, as planets under imminent threat of takeover tend to do, they appoint you, the turncoat enemy, as Overlord of the whole place. And that's where the game begins.

> "They appoint you as overlord of the whole place"

THE ECONOMIST

You sit at an Executron 1200 fully automated holo-desk. It is your interface with the cabinet of five, who run the most important facets of Harmonious life, namely; military, mining, research and development, secret intelligence networks and all the rest.

At first the control panels and method of interfacing with them (clicky point click click) seems like walking through a heavy fog while wearing badly misted-up glasses. Eventually though, through the blindness of confusion, tunnel vision, endless messages and a million different buttons to press, the gestalt falls into place (the completeness or wholeness of the game takes form).

Many of your decisions depend on the quality of the communications you receive. It is worthwhile taking note of what is happening and relating it to the bigger picture.

Basically, you're a budget juggler, personnel hirer and firer, secret agent and military commander all in one.

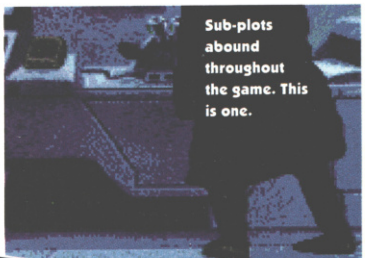
Your income can come from many sources, the primary area, naturally enough, is mining (basic spaceship fuel component). From the mining panel you can survey areas, set up mines, and predict, or even work out, what your future budgets are going to be and plan accordingly.

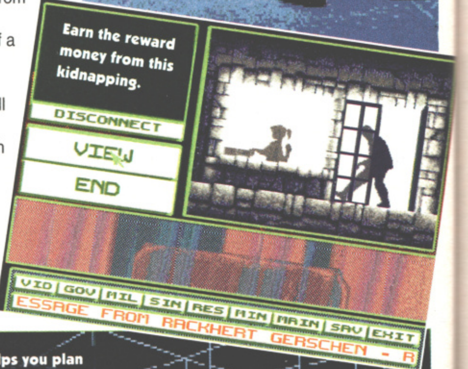
As in real life, the quality of the work being done depends on the number of staff you have and the ability of your managers. Which is why the hiring and firing (personnel) panel is so important. It's worth checking out who's available at any one time; the perfect replacement for someone lacking in effectiveness may pop up at just the right moment.

Because of the large number of personnel you have to deal with, it can get to be a pain ensuring that you've got the most efficient teams for the job and constantly monitoring them. You can get away with inefficient teams but you won't earn as high a profit in return as is possible. It can mean the difference between having enough of a space fleet to repel the invaders or becoming yet another notch in the big bad empire's belt. And that brings us on to the military.

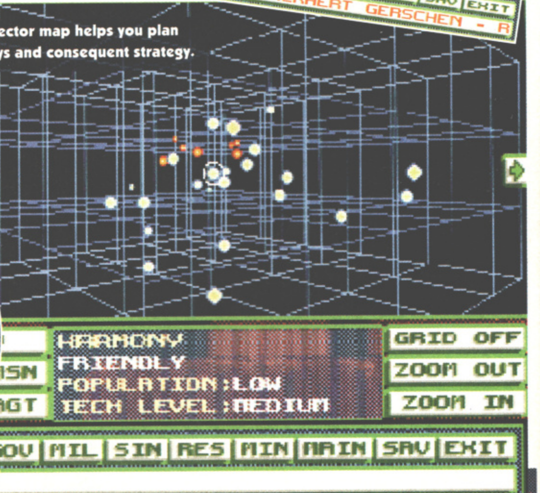
GUNS & AMMO

The military section is probably the most interesting of the lot. From here, you get to build spaceships. Ships consist of a hull, weapons systems, defence systems and computer systems. Each hull has limited slots for each type of system; a Fox stealth ship only has space for one weapon, three defence and one computer system, whereas a Dragon mother ship holds up to five weapon, five defence and three computer systems.


Sub-plots abound throughout the game. This is one.

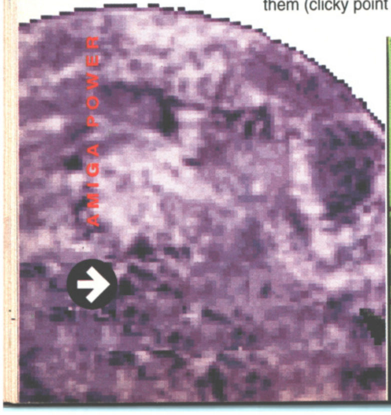

Earn the reward money from this kidnapping.

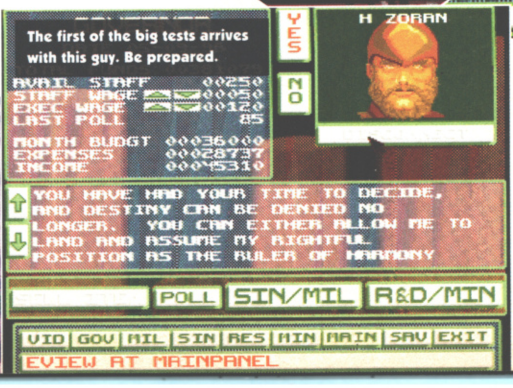
ESSAGE FROM RACKHERT GERSCHEN - R


The space sector map helps you plan your journeys and consequent strategy.

HARMONY
FRIENDLY
POPULATION:LOW
TECH LEVEL:MEDIUM

Atmospheric pics abound. Here we see a control panel.




The first of the big tests arrives with this guy. Be prepared.

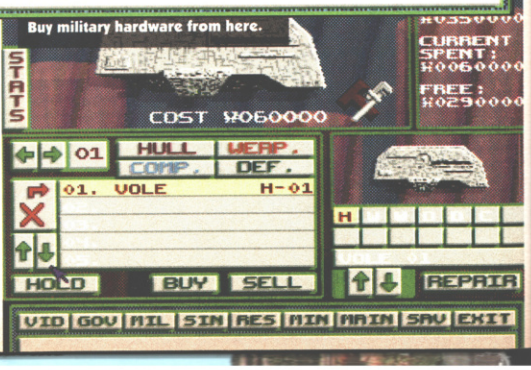
```
AVAIL STAFF          00250
STAFF WAGE           00050
EXEC WAGE            00120
LAST POLL               85

MONTH BUDGT    00036000
EXPENSES       00028737
INCOME         00045310
```

H ZORAN

YOU HAVE HAD YOUR TIME TO DECIDE, AND DESTINY CAN BE DENIED NO LONGER. YOU CAN EITHER ALLOW ME TO LAND AND ASSUME MY RIGHTFUL POSITION AS THE RULER OF HARMONY

EVIEW AT MAINPANEL

YES
NO
POLL
SIN/MIL
R&D/MIN
VID GOV MIL SIN RES MIN MAIN SAV EXIT


Buy military hardware from here.

COST ¥060000

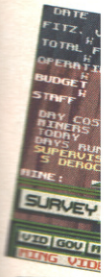
CURRENT SPENT: ¥0060000
FREE: ¥0290000

01. VOLE H-01

comp

You have c
systems yo
has to be a
stimulates t
sure that yo
is importan
over a state
fresh out of
Your s
various mis
and out and
of skullduggo
Secret Intel
The h
Yul Brynner
take no cra
whether it b
other syster
area is the
dividends. Y
planetary g
your own.

NEW
There's no
the Researc
other tha



JANE
Mongoose
its namesa
very hard

Vole: This
of military

Lemming:
three com

ROM

computer game was created by madmen.

You have complete freedom to choose the systems you want to equip the hull with. It has to be admitted that system choice stimulates the imagination. Again, making sure that you've got the proper personnel is important. There's no point in handing over a state of the art battleship to rookies fresh out of college.

Your ships can be sent out on various missions of peace, recconaisance and out and out skullduggery. And talking of skullduggery brings us neatly on to the Secret Intelligence Network panel.

The head of this section looks like Yul Brynner with biker shades on. He don't take no crap and he's willing to kick butt whether it be on his home planet or on other systems. Of all your budgets, this area is the one that is most likely to pay dividends. You can destabilise other planetary governments and safeguard your own.

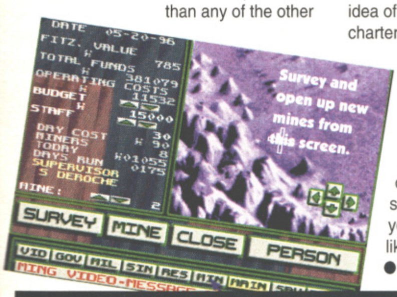
NEW SCIENTIST

There's no easy link from the last panel to the Research and Development panel other than that it is no less important than any of the other panels. Breakthroughs in weapons, mining defence and computer technology can be made here. Anything good can earn you revenue or give your spaceships the edge if you choose to arm them with your new discoveries.

So there it is. I've hardly scratched the index of possibilities that exist with this game. I'm aware that much of the review has been a description rather than a criticism but due to the size of the thing, I couldn't really think of a better way to do it. It comes on six disks and is hard drive installable. It would be a real pain to play on a floppy based Amiga. Even with the hard drive some of the wait times are plain irritating.

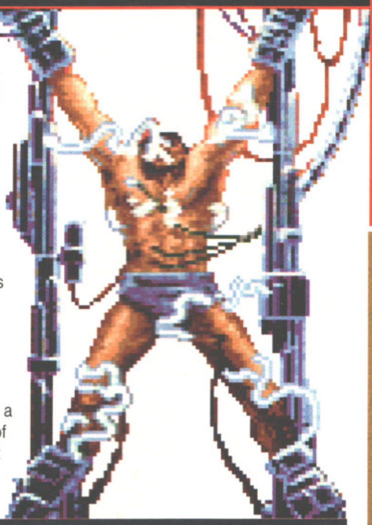
Maelstrom has lots of budgets to be balanced, wages to be paid, credits and deficits to be audited, strategies against competitors to be thought out and implemented etc. Not everybody's idea of fun admittedly, but if you're a chartered or registered accountant, an RPG player, someone who loves football management games or just someone who misses the yuppie days of the eighties, buy this now. If you're a normal human being with a daytime occupation and a life and have got a spare eight hours to kill every day of your life then give it a try, you might like it. Then again you might not.

● ***STEVE McGILL***

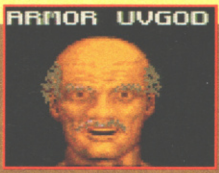


Survey and open up new mines from this screen.

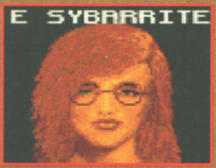
Part of a small sub-plot. We put this picture here because it looks good.



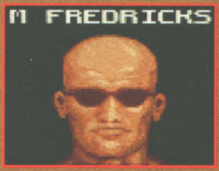
WHO'S WHO



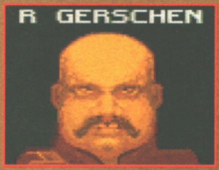
Need something developed, see this man. Okay.



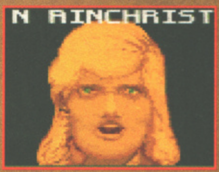
Elysia Sybarite here, is a kind of super secretary.



This bald guy is the head of Intelligence.



Need a military ship, contact fatty here.



Look out, it's a loose DPaint IV tutorial.

ON THE OTHER HAND

You can look at all the best points of this game – the combination of storyline with number crunching, the little graphic interludes and the variety of different game styles, and think it's clever. But then you play it and realise it doesn't hang together. It's Buck Rogers – Accountant of the 31st Century, and although it looks pretty, it's still an office sim, only with people with silly names and spaceships. But then maybe this is the sort of thing to set your pulse racing – Saddo.

● *CAM WINSTANLEY*

UPPERS In depth and intriguing once you've spent the initial eight hours it takes to get into the game. Always lots to do. Game plays on without you which can be useful, if only to test different strategies.

DOWNERS Very slow to play from floppy. Control system could have been implemented in an easier fashion. Takes a long time to familiarise yourself with everything that is important in the game. Undo feature has been missed out; wait until your research project is 97% finished and then you accidentally hit 'cancel' .

THE BOTTOM LINE

Very in depth. Lots of flesh to get your teeth into. It just doesn't quite have the hook that the average games player will be looking for.

72 PERCENT

THE BOTTOM LINE

A1200 The A1200 packs that extra punch that makes the game look slick and keeps it fast enough to engage your interest fully.

JANE'S FIGHTING SHIPS

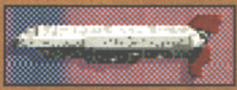
Mongoose: Like its namesake, very hard to hit.

Gryphon: Close to being as good as the Dragon. No cigar though.

Bear: Excellent all round ship. Able to absorb lots of damage.

Vole: This is the standard type of military cruiser. Worth it.

Shark: Fast deadly efficient battle ship.



Hawk: Fast and dependable. Militarily economical.

Ox: As slow as its name implies. Virtually indestructable.

Lemming: Mother ship. Holds three computers. Handy.

Swarm: Five ships for the price of one. Hurrah.

Fox: Stealth model. Relatively cheap. Good.

Dragon: Strongest, most deadly, top of the line model. Aces High.

Amiga Shopper adds a new dimension to your Amiga.
On sale Tuesday March 1st.

You own a machine capable of producing three-dimensional images that wouldn't look out of place in a Hollywood blockbuster. All you need is someone to show you how...

For the truly in-depth and comprehensive guide to all things three dimensional we urge you to get your hands on the April issue of Amiga Shopper.

It might not turn you into a Tobias Richter, but it will certainly add a new depth to your rendering creations.

AMIGA SHOPPER

Amiga Shopper, as always, goes all the way.

THE RYDER CUP

"The crowd grows silent as young golfing sensation Cameron Winstanley steps up to the tee. As usual he's looking very stylish in his camouflage gear. Hold on, what's that he's pulling from his jacket? It's a gun!!

A1200 VERSION

Game: The Ryder Cup A1200
Publisher: Ocean
Authors: Dave Harrison, James Shaw, Tony Meredith
Price: £34.99
Release: Out Now

Hold on a minute, golf games aren't supposed to look this good, it's all too lush and gorge. To use a handy reference point, it's very much *Ishar 2* – The Golf Game, with minutely detailed courses fading off into a hazy horizon. Desert courses look hot, leafy courses look cool and verdant and at any moment, it seems likely that goblins will stumble out of the trees *('Rough' – Ed).* Unsurprisingly for a game based around sensible trousers, they don't.

TEED OFF

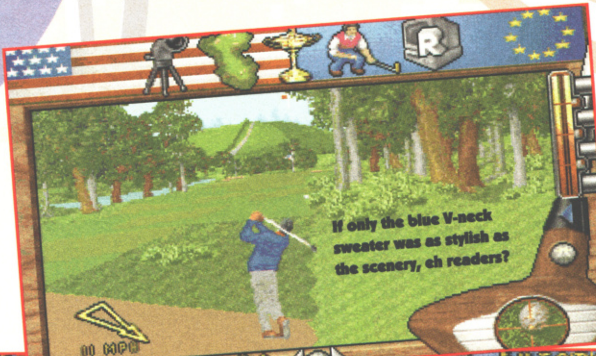
I don't like real golf for many reasons, not least because I've only played it a couple of times. Although I had a fun time, I decided that next time I feel like going for a walk and playing a game, I'll take a frisbee and tramp around Cheddar Gorge – the scenery's prettier.

Then there's my burning hatred of golfers. I'm not a particularly nice man, but I reserve a special dark place in my obsidian black heart for people who insist on ruining the countryside with their silly, sprawling golf complexes, and then erect 'Private Property' signs so you can't even walk across them. I live for the day that I can drive across St Andrews in Bigfoot the Monster Truck on the last day of the Open, screaming profanities at those assembled.

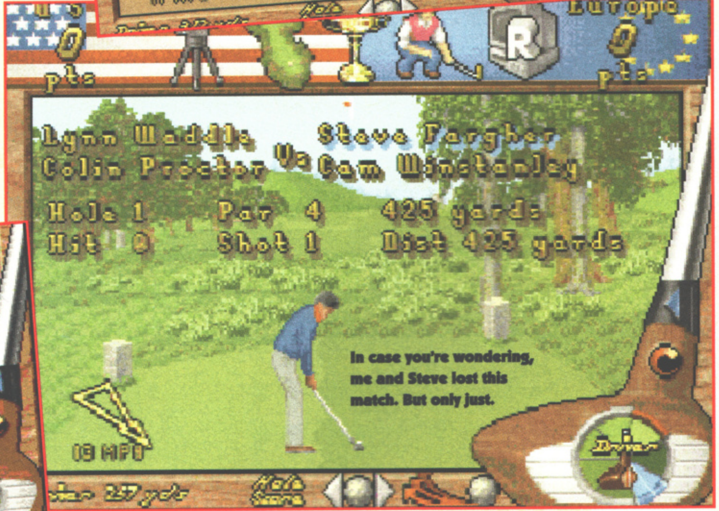
FORE!

It's odd then, that I'm a bit of a fan of golf games, because whereas golf (the dumb pastime) is a bit cheesy and naff, golf games are oddly compulsive. I put it down to the fact that since the action's split nicely into brief moments of activity and little or no sound, you can watch TV and play it at the same time. But I digress.

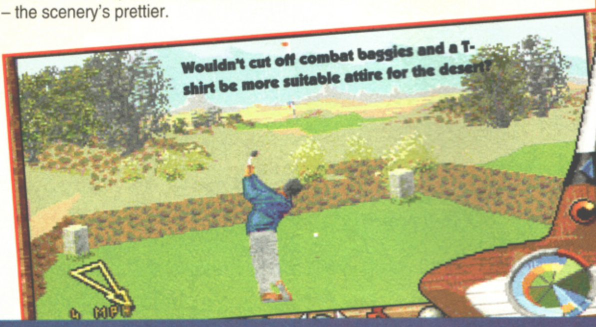
Most golf games take forever to draw the course, but in this, it appears instantly, and



If only the blue V-neck sweater was as stylish as the scenery, eh readers?

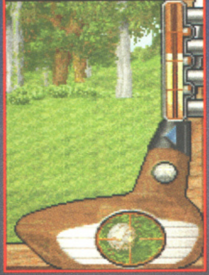

Europe
0
pts
0
pts
Lynn Waddle Steve Fargher
Colin Proctor Vs Cam Winstanley
Hole 1 Par 4 425 yards
Hit 0 Shot 1 Dist 425 yards
18 MPH
Driver

In case you're wondering, me and Steve lost this match. But only just.

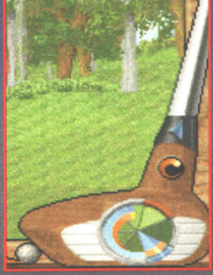


Wouldn't cut off combat baggies and a T-shirt be more suitable attire for the desert?

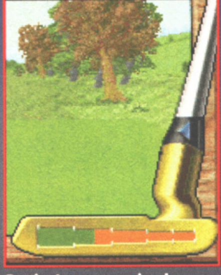
CLUBBING MAYHEM



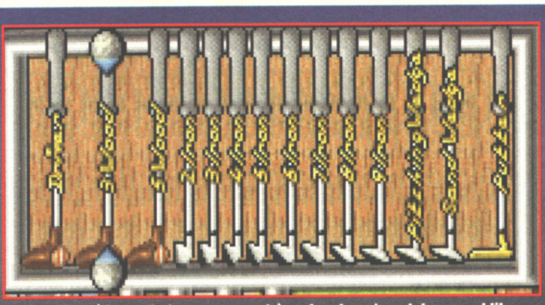
The power bar and sight combo's my fave method.



Power and slice show up nicely with this option.



Putting's an over-simple matter of selecting power.



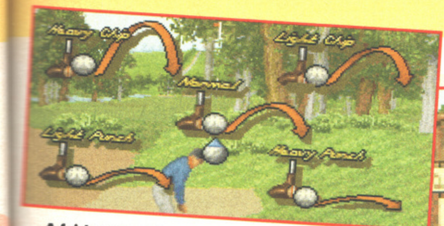
Real golfers (damn their corrupt souls) make choosing clubs sound like some sort of religious deal, but woods hit further than irons. Is that hard?

A fairly self
Did I ever s

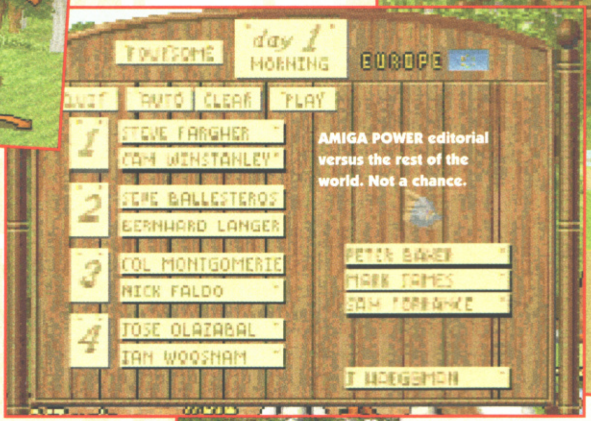
even when
either direc
especially
compromis
Anoth
method, or
there's thre
golf game
up, and the
by clicking
system for
curve the b
system, wh
little movin
third metho
with the sig
the golf bal

CADI
The autom
('Club'. – E
best, but o
you tend to
unfortunate
controls, th
mode to wo
easy to eas
hole thing
remaining
the staff th
Once
ball sails of
from the go
more exciti
you somew
golfer, and
past you, b
don't get to

...a
by



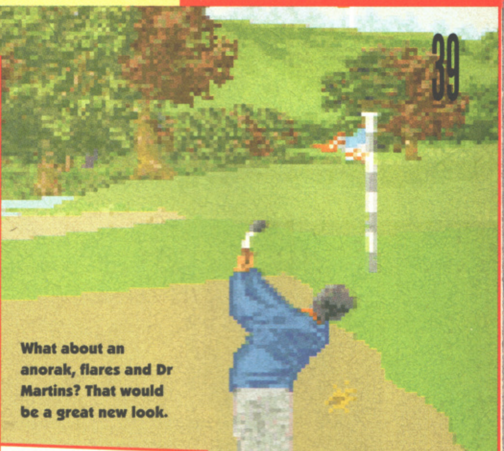
A fairly self explanatory one. Did I ever say I hate golfers?



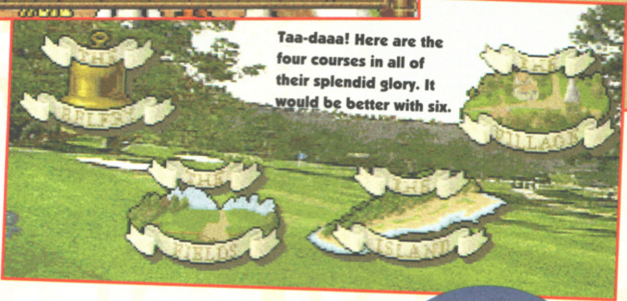
1 STEVE FARAGHER / CAM WINSTANLEY
2 SEVE BALLESTEROS / BERNHARD LANGER
3 COL MONTGOMERIE / NICK FALDO
4 JOSE OLAZABAL / IAN WOOSNAM

PETER BAKER
MARK JAMES
SAM TORRANCE

AMIGA POWER editorial versus the rest of the world. Not a chance.



What about an anorak, flares and Dr Martins? That would be a great new look.



Taa-daaa! Here are the four courses in all of their splendid glory. It would be better with six.

even when you look around, it scrolls in either direction. This is most impressive, especially since the graphics aren't compromised at all by this rapid update.

Another great idea is the control method, or rather methods, because there's three of them. There's the standard golf game method of winding the power up, and then getting the shot to go straight by clicking on a line, which is a great system for when you want to deliberately curve the ball, but I prefer the second system, which uses a power bar and a little moving sight aimed at a golf ball. The third method's like most dart games use, with the sight wobbling randomly across the golf ball, but I'm not a fan of that at all.

CADDY SHACK

The automatic caddy offers up the bat *('Club'. – Ed)* it thinks suits your position best, but once you've played a few games, you tend to learn what'll be best. It's unfortunate that once you've mastered the controls, there isn't a harder 'professional' mode to work on, because it quickly gets easy to easy to knock the ball into the little hole thing *('Cup'. – Ed)* with a few lives remaining *('Under par.' You just can't get the staff these days – Ed.)*

Once you've taken the shot and the ball sails off, you can choose to watch it from the golfer's view, or from a slightly more exciting reverse angle. This positions you somewhere between the hole and the golfer, and you get to see the ball whistling past you, but curiously in this view, you don't get to see the golfer in the distance, which is a bit confusing. Equally odd is that even though you're the only human within 20 miles of the ball, each strike of the ball is accompanied by claps and cheers. Scary.

MASHIE

There's an option to over-fly the course, which is supposed to give you a clearer impression of the holes, but since this flight path's in a series of stills it's all horribly confusing and next to useless.

The game's centred around the Ryder Cup, which is a yearly affair between America and Europe. The names of the players are familiar, but you can stick in your own names amongst the Seves and Woosies. Up to four players can compete as part of either team, and there's plenty of variation over the four days. As well as the singles matches, there are foursome games, where two players work as a team with an option to take alternate shots on the same ball, which could lead to all sorts of fallings out if you take it too seriously.

HUNGRY

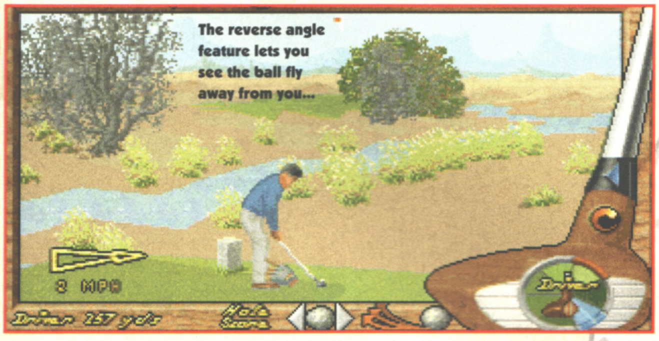
All the team game options and nice graphics in the world can't hide Ryder Cup's flaws though. Four courses simply aren't enough, and they're not particularly challenging. For most of the holes, it's simply a matter of whacking it as hard as you can, and I was disappointed to see a distinct lack of tree-lined doglegs that require careful mid range shots. Another great golf game trick is to put the hole on an island, testing your power control, but again, there's very little of this sort of thing.

The way the ball bounces is often baffling, with it either stopping dead or whooshing onwards, but maybe balls do that in real life, I don't know. The putting's too easy as the lie of the green only affects the speed, but not the direction of the ball, so there's no need to aim the ball slightly up a slope to curl it round.

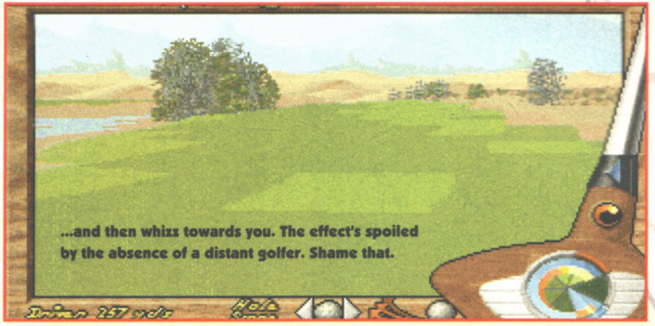
Maybe it's because the game's concerned about getting the feel of the Ryder Cup tournament right, whereas I'm into playing flashy (and obviously arcade inspired) computer golf, but after a few days, I've stopped admiring the scenery, and started wishing that it was a lot more exciting. And my hatred for golfers is burns unabated.

● *CAM WINSTANLEY*

> **"Knock the ball into the little hole thing"**



The reverse angle feature lets you see the ball fly away from you...



...and then whizz towards you. The effect's spoiled by the absence of a distant golfer. Shame that.

ON THE OTHER HAND

I agree with Cam about how linear the putting is, there really is nothing to do but get the power right. However the shot making around the course is as complex as you want it to be, including hooks and slices. This game is great fun if you play the Ryder Cup. You get a real feeling of competition and the option for two of you to play in a team against two computer players is far and away the best. I'm going to be trying to keep this copy for myself.

● *STEVE FARAGHER*

A1200

UPPERS Up to four players, a good variety of team and single player options and the 'thrill' of participating in the Ryder Cup. It updates quickly and looks fantastic, and three different control options let you choose how you play it.

DOWNERS Four unchallenging courses make for a limited game life, the flyover view's useless, and I'm not entirely won over by the game mechanics (the ball movement looks especially awful). It's all a bit too linear in fact – too 'hit and hope'.

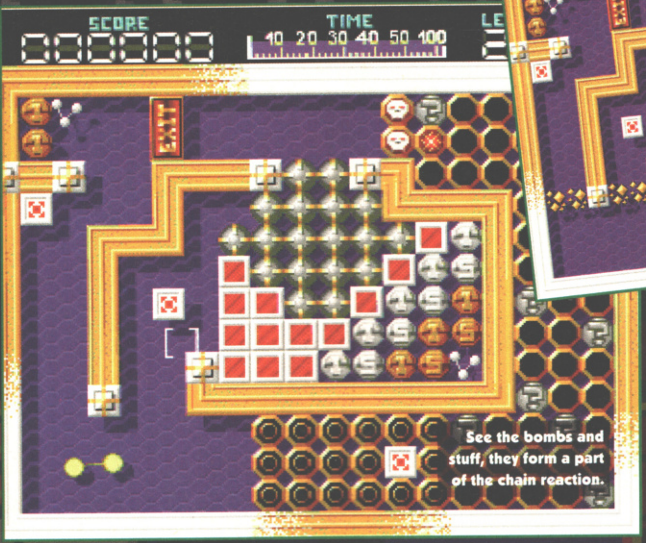
THE BOTTOM LINE

It's a game that looks better than it plays, and that seems to be aimed at the golf enthusiast rather than sports sim fans. If you're after a single golf game, I'd tend to go for *Nick Faldo*, but due to the team game, this would make an ideal addition to any golf fan's library. Frankly though the price is just a little too high for this kind of thing.

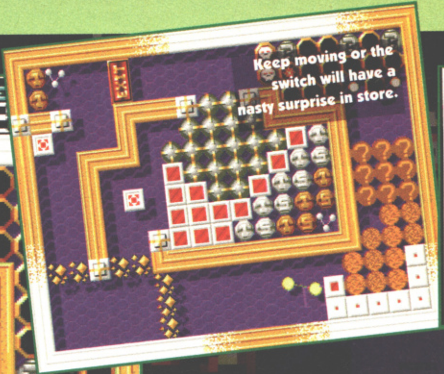
77 PERCENT

MEGA MOTION

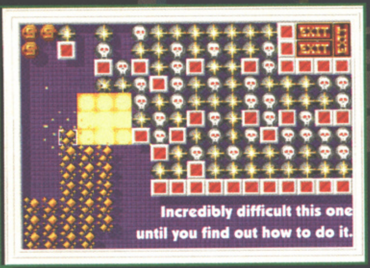
Hang on a minute – what's all this about? Eh? I don't understand. Where's the gun? Where's the platforms? What sort of a game is this?



See the bombs and stuff, they form a part of the chain reaction.



Keep moving or the switch will have a nasty surprise in store.



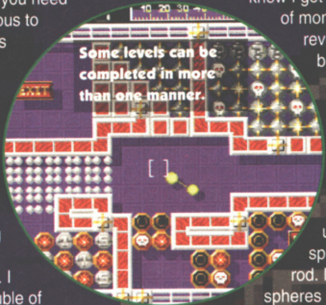
Incredibly difficult this one until you find out how to do it.

Game: Mega Motion
Publisher: Black Legend
Authors: Extend Productions
Price: TBA
Release: Out now

Mega Motion is one of those games written to deliberately annoy irritable staff writers on deadline. For a start, even categorising it is pretty difficult. Is it a puzzler? Yes. Does it involve an element of strategy? Yes. Do you need to be relatively dextrous to play it? The answer is again yes.

So what's the problem, you may be thinking. Well, it's like this. How often do you hear the phrase 'dextrous puzzley strategy game' being bandied about? Not very often I'll tell you. I even went to the trouble of checking through every single magazine published by Future ever and still only managed to find the phrase once. And that was in a beta copy of Amstrad Action's personal subscription advertising pages. The phrase was eventually dropped because they decided it just wasn't going anywhere.

Now, bearing in mind that I haven't yet come up with a definition of *Mega Motion*, I'll tell you what we (we being the collective mind of AMIGA POWER) came up with. We decided that it was a chain reaction set-'em-up. That, as someone somewhere would say, if they saw this game, isn't even the whole story. But I reckon I've wasted enough space in introduction already, so I'll start by telling you about the game and why we decided that chain reaction set-'em-up was the best we could do.



Some levels can be completed in more than one manner.

CLACKERS

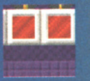
There are 100 levels, broken up into four categories; easy, average, difficult and very difficult. Each level is a screen in size. See the grabs on this page to get a better idea of what the game looks like.

You control a 'thing'. That's right, I know I get paid loads and loads of money to write these reviews, but 'thing' is the best word I can think of to describe what you control; a thing (unless of course I called it a frenetic kinetic mimetic, and get fired again).

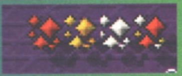
Now this 'thing' usually consists of two spheres connected by a rod. It's not always two spheres and one rod though, sometimes there's more spheres and rods (and there's always one rod less than the total number of spheres – so there you go). Again, if you're having difficulty following me, look at the pictures again.

You have to guide this 'thing' toward the exit on the level. This is not as easy as it may sound. For a start, there are fiendishly placed obstacles of varying degrees of difficulty to traverse and negotiate. To complicate things, there's a time limit which you can overstep. If you do, however, you don't earn as high a bonus on level completion. Doesn't sound

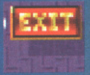
THOSE 'THINGS' IN FULL



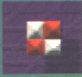
Blocks like this are the basic obstacle you will come across.



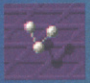
They're nice and pretty, but also deadly.



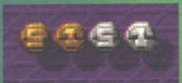
Just in case you have trouble reading, this is the exit.



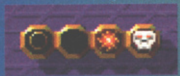
These blocks can be pushed out of the way, but watch out where you do so.



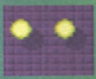
You'll want to be able to go on and on. Hit this and you get an extra life.



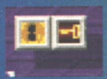
You need bonuses and here they are.



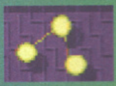
Part of the chain reaction set-em-up.



Something's happened to the rod between these spheres. Which is a pity.

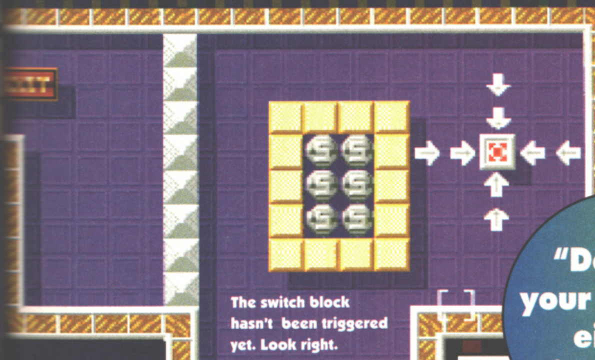


One's a lock, the other's a key. Keys open locks. So guess what'e next.



This is a slightly larger 'thing'. You can get bigger ones.

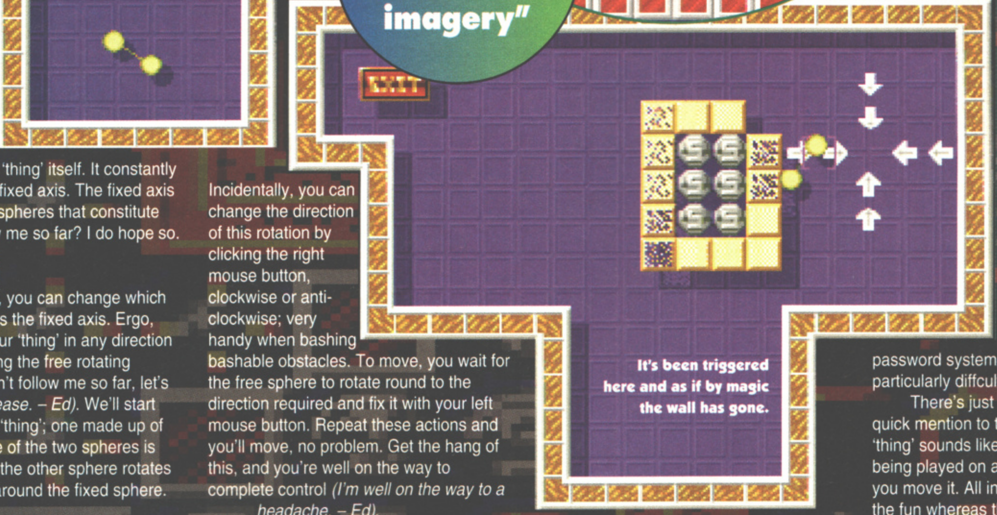
As you'll see from some of the screenshots accompanying these pages, the constituent components of the game all reside in this very boxout. Fiendishly, when you put them in different combinations, they add up to one heck of a game.



The switch block hasn't been triggered yet. Look right.

Heavy Metal freaks will like the amount of skulls in this game.

"Develop your sense of eidetic imagery"



It's been triggered here and as if by magic the wall has gone.

like too much of a problem so far, does it?

Well, added to all this 'reach the exit' trickery is the motion of the 'thing' itself. It constantly rotates around a fixed axis. The fixed axis being one of the spheres that constitute the 'thing'. Follow me so far? I do hope so.

CRADLE

Using the mouse, you can change which sphere constitutes the fixed axis. Ergo, you can move your 'thing' in any direction by constantly fixing the free rotating sphere. If you don't follow me so far, let's try again *(Yes please. – Ed)*. We'll start with the simplest 'thing'; one made up of two spheres. One of the two spheres is always fixed and the other sphere rotates in a 360 degree around the fixed sphere.

Incidentally, you can change the direction of this rotation by clicking the right mouse button, clockwise or anti-clockwise; very handy when bashing bashable obstacles. To move, you wait for the free sphere to rotate round to the direction required and fix it with your left mouse button. Repeat these actions and you'll move, no problem. Get the hang of this, and you're well on the way to complete control *(I'm well on the way to a headache. – Ed)*.

CHAINS

Get to grips with the motion on the easy levels. Then concentrate on the obstacles. Checkout the boxout for some more info on these obstacles. Some are just plain blocks that have to be bashed with your free sphere a set number of times. Others are bombs which set up chain reactions by blowing up neighbouring blocks (hence our chain reaction set-'em-up categorisation).

There are skulls which create solid diamond-type walls. If you hit these walls, the colliding sphere dies. Obviously, if your 'thing' only consists of two spheres, you lose a life. More spheres than that means you may still live.

Sometimes there are plain walls that can't be bashed out. Hope is at hand with the switcher blocks. These reveal secret doors and remove some unnecessary walls. Sometimes though, it isn't always good, they can also reveal the nasty type of secret walls. Other little goodies include keys and the locks that they open, mover blocks and extra lives, score bonuses and rocks and stones.

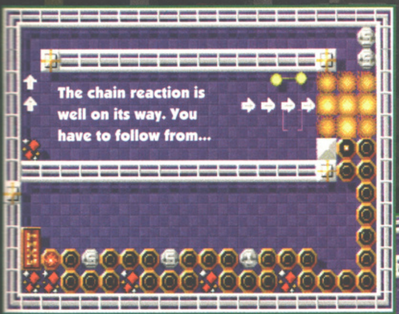
Right, I've reached here and haven't actually told you what I think of the game. I like it. It's one of those games that baits you, hooks you and pulls you in. At first, you play it with a detached indifference, thinking "well it IS pretty novel". The next thing you know, you're sweating pints trying to work out the best approach. For example, on level 30, it's a matter of experimenting and finding out where the killing walls are going to appear when the skull icons explode. Then you have to plot an appropriate route home.

So there you go. *Mega Motion* will be a turn off to shoot-em-up and platform fans. It should hook anyone else. It's different, original and a bit strange. It'll also help develop your sense of eidetic imagery (I fell asleep with a mental picture of another method to use to complete level 30). Luckily there is a password system to let you return to particularly diffcult levels.

There's just time for me to give a quick mention to the sound. It's nice. The 'thing' sounds like a third octave D sharp being played on a piano keyboard when you move it. All in all, the sound adds to the fun whereas the music soundtracks drive you to distraction. Got it? Good.

I'm not going to say rush out to the shops and buy *Mega Motion* now. It's an acquired taste. But me for one, I'm going to have lots of fun until I finally complete the whole game and that'll take a while. It's a challenge, that's for sure.

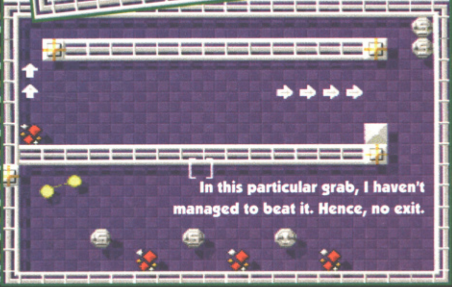
● ***STEVE McGILL***



The chain reaction is well on its way. You have to follow from...

....behind and beat it on the straight to the exit.

Did you know Kilmarnock beat Ayr United 2-1 in the cup?



In this particular grab, I haven't managed to beat it. Hence, no exit.

ON THE OTHER HAND

Well, it's not very controversial, but I agree pretty much totally with Steve in that it's a bit of a one hit game, but I can forgive it since it's good fun. Newtonian physics feature strongly too, which is always something I like to see in a game. It plays well but looks mediocre, but who'd prefer it the other way round? Only cretins, I dare say.

● *CAM WINSTANLEY*

UPPERS It's pleasant that Black Legend are producing original games. Level of challenge is nicely balanced. Even if you reach a level that you find impossible, the hook's strong enough to keep you trying.

DOWNERS There's only one way to do some of the puzzles, which means that you won't be coming back for more as soon as you've done one once.

THE BOTTOM LINE

Mega Motion presents an unpatronising challenge to anyone willing to accept it.

75 PERCENT

THE BOTTOM LINE

A1200 No difference. It's not a game that relies on flash graphics or speed. So who cares?

DANGEROUS STREETS

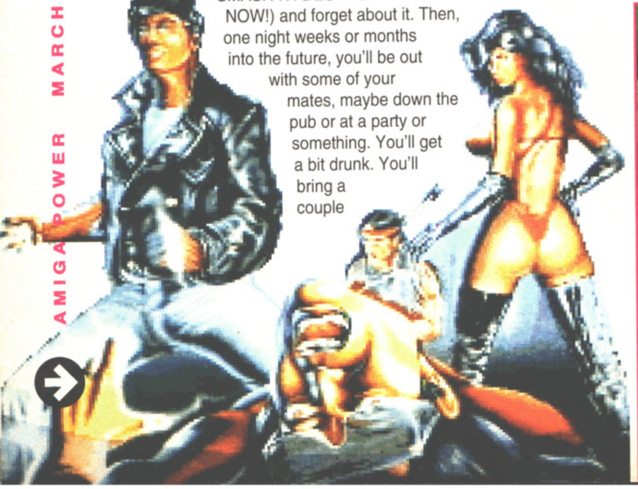
Pay attention! Stuart has got a very important message for all of us.

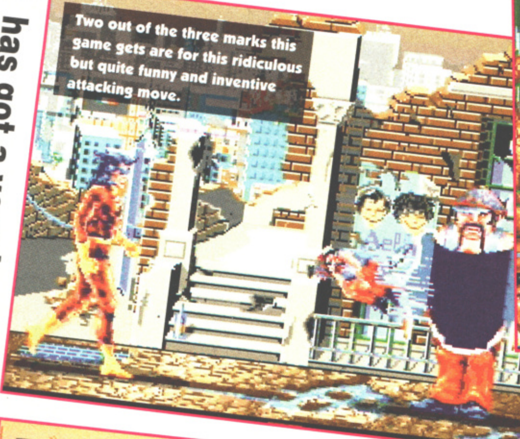
Game: Dangerous Streets
Publisher: Flair
Authors: Micromania
Price: £25.99
Release: Out now

Will you do something for me, chums? If you get this game in your CD32 bundle, or if you somehow come by a copy in some other way (God forbid that you should actually go out and deliberately buy it), will you do me a favour? Will you IMMEDIATELY take the CD out of its case, make five or six big scratches across the surface with a nail or a Stanley knife, then take a hammer and smash it into lots of little pieces (it'll break easier if you've scratched it, you see), then flush them down the toilet. Or preferably burn them to little twisted melted lumps, *then* flush them down the toilet. Whatever you do, DON'T be tempted to play it first. Not even once. Because if you do, I'll tell you what'll happen.

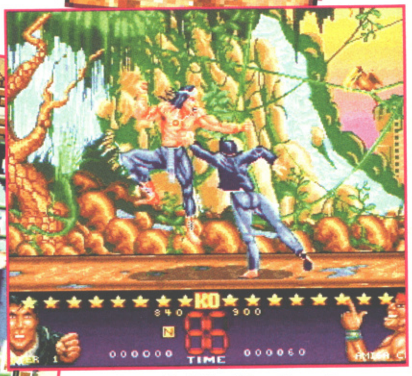
SPLIT SIDES

First, you'll laugh so hard that your brain will be starved of oxygen and you'll lapse into a coma, but that's alright because medical technology is very advanced these days and they'll probably be able to revive you without too much trouble. After that, though, you'll stick the game in the bottom of your game drawer (NO! BURN IT! BURN IT AND SMASH IT! DESTROY IT! NOW!) and forget about it. Then, one night weeks or months into the future, you'll be out with some of your mates, maybe down the pub or at a party or something. You'll get a bit drunk. You'll bring a couple

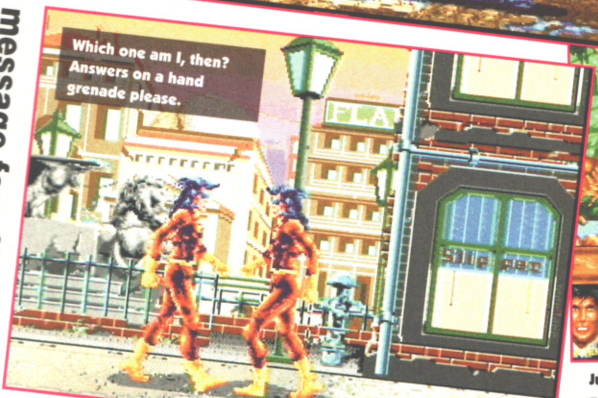




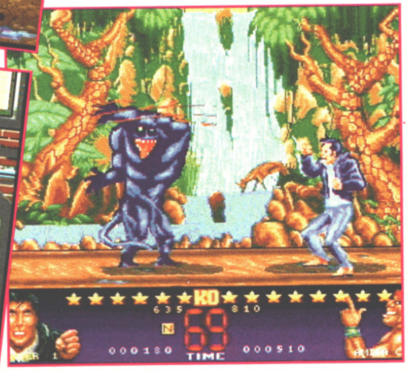
Two out of the three marks this game gets are for this ridiculous but quite funny and inventive attacking move.



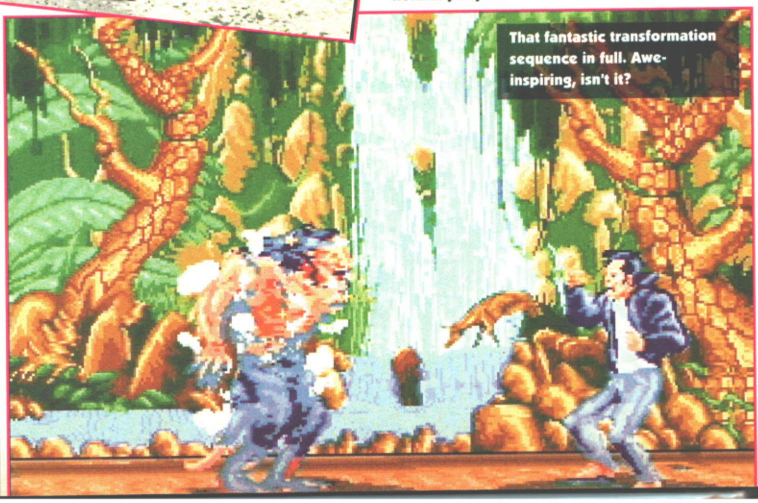
The other point is for this quite pretty backdrop. With a deer in it.



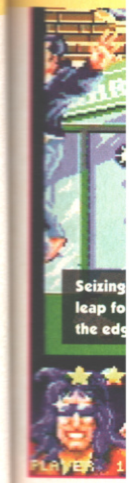
Which one am I, then? Answers on a hand grenade please.



Just a moment ago, these were two perfectly normal people...



That fantastic transformation sequence in full. Awe-inspiring, isn't it?



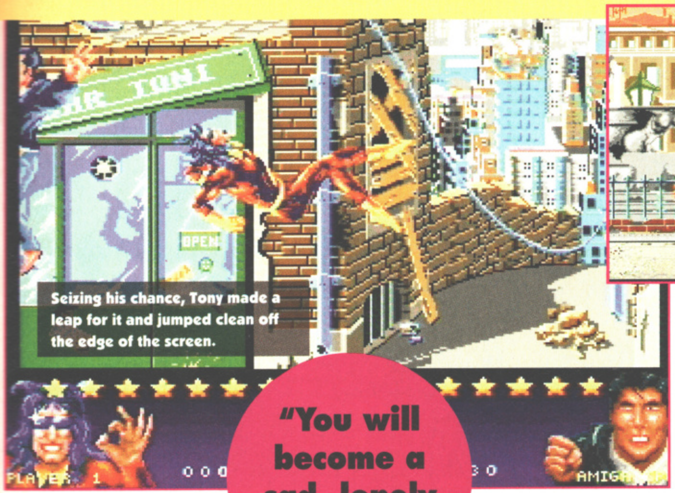
Seizing
leap fo
the edg

of your ch
your hous
coffee or a
lagers or v
your alcoh
great idea
game," yo
You'll load
start to pla
pathetic, h
two it'll da
laughing a
sober, will
the-art gar
concealed
remember
work/colle
the mornin
hurriedly le
you again.
know. You
your job, a
become a
wasted an
you will die
Don't let it
I kno

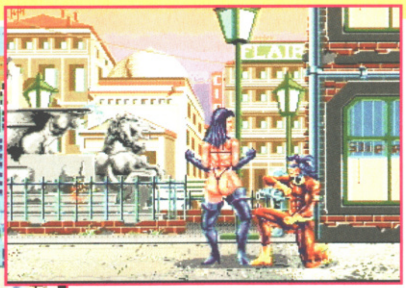
'Hurrah
represe
women
We say.

THIS

These a
mode, y
screen.
someon
way) yo
them an
say, ma
actually
characte
complic
that. Ho
program
Crapper
say, tha



Seizing his chance, Tony made a leap for it and jumped clean off the edge of the screen.



"Did anyone ever tell you you've got a really cute belly-button? Ouch."

> **"You will become a sad, lonely alcoholic"**

of your chums back to your house for a cup of coffee or a last couple of lagers or whatever. Suddenly, in your alcohol-addled state, you'll have a great idea. "Hey, I've got this really funny game," you'll slur, "Get a load of this!" You'll load up *Dangerous Streets*. You'll start to play it, as you all giggle in that pathetic, hysterical way. After a minute or two it'll dawn on you that no-one else is laughing any more. Your friends, suddenly sober, will be gaping at your new state-of-the-art games machine with barely-concealed disgust. All at once they'll remember that they have to be up early for work/college/school/washing their hair in the morning, make their excuses and hurriedly leave. They will never speak to you again. They will tell everybody they know. You will be shunned by society, lose your job, and probably your home. You will become a sad, lonely alcoholic. Finally, wasted and withered, lost and unloved, you will die in a cold gutter, of shame. Don't let it happen to you. Just Say No.

I know what you're thinking. You think I'm exaggerating, don't you? I'm not. This game – and I'm not joking – could single-handedly destroy the credibility of the CD32, beyond repair. It's the *lead game* in the bundle that most people will get their machine in (it's actually called the '*Dangerous Streets* Pack', for God's sake), and hence probably the first one they'll play. If they then tackle *Oscar* and the actually-quite-good-ish-but-none-too-friendly *Diggers*, they'll probably take the machine straight back to the shop there and then and demand an SF2-pack SNES and two hundred quid back. You're not going to believe how dreadful this is, but I'm going to try to explain it to you.

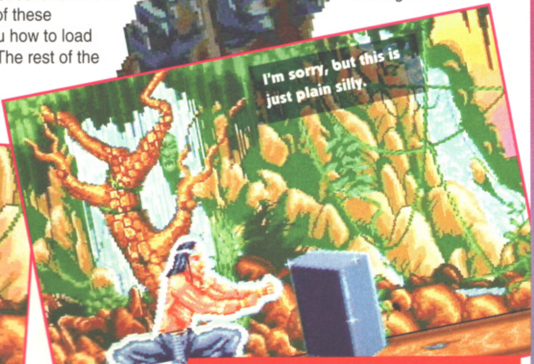
CRUCIFIED

The first thing that happens when you load up *Dangerous Streets* is that it gives you some instructions to read through. The first of these instructions tell you how to load the game. Jesus. The rest of the instructions reprise the ones printed in the manual, which is to say they give you not even the most elementary idea whatsoever of how to actually play the game. Which button punches? Which button kicks? Why does the blue button have the same effect as pressing 'down' on the pad, but only half of the time? These, and any other questions you might have about the control of the game, remain unanswered. Then you start playing the game and you realise why. You don't need them.

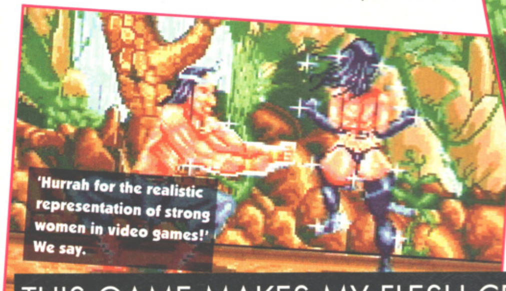
GO ON – HIT ME

Pick a character, any character. Walk up to the computer opponent and press the punch button (hit them all, and you'll discover that the yellow one is the one which actually appears to launch any kind of useful attacking move). You'll score a hit, probably. It's important that you try not to be distracted at this point by the spectacularly dismal animation or the eye-wateringly poor backgrounds, as they'll only make you lose concentration and forget which button the 'punch' one was again. Also, don't go wandering around the room looking for the badly-tuned crackly radio which appears to be broadcasting the sound of someone with really bad laryngitis hacking up a throatful of watery phlegm into a broken microphone from underneath some thick blankets. That's the game sound, that is. (And simply try to ignore the dire 1970s Euro-pop background music.) Fix your attention firmly on the screen, and continue to hit the yellow button. Although there's no visible or audible difference between successful and unsuccessful hits, eventually your opponent will buckle and fall to the floor, seemingly arbitrarily. You have won a round. Repeat the process once more and you'll have won a bout. Repeat the process again, but this time against a different character (there are eight, and you have to fight them all, including a bout against yourself, as is traditional. Although it's not quite as traditional for your clone to be dressed in exactly the same colours as you and hence completely indistinguishable, but hey, let's not be nit-picky). Try to retain your suspension of disbelief as one of your computer opponents suddenly changes into a solid rectangular block of steel as a defence, or inflicts their 'Hair Gel Attack' on you. Take a moment out to wipe the tears of mirth/disbelief/embarrassment from your eyes, in case you impair your vision in later years. Decide that now would be a good time to stop playing before you do yourself an injury of some sort, or have an accident in your trousers. Go round to Flair's office. Laugh hysterically until they call the police.

● ***STUART CAMPBELL***



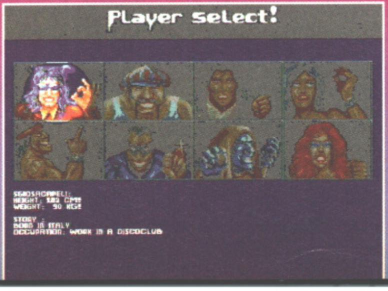
I'm sorry, but this is just plain silly.



'Hurrah for the realistic representation of strong women in video games!' We say.

THIS GAME MAKES MY FLESH CRAWL

These are the eight characters in the game. When you play in Tournament mode, your next opponent is selected by a random spotlight flashing across the screen. If it ends on someone you've already fought, the game simply picks someone else and tells you (in a truly unpleasant, badly sampled accent, by the way) you're going to fight them anyway. Rather than, say, making the spotlight actually flash onto the new character, or anything complicated or difficult like that. How crap is the programming on this game? Crapper than I'm allowed to say, that's for sure.



WEIGHT: 90 KG

STORY -
BORN IN ITALY
OCCUPATION: WORK IN A DISCOCLUB

ON THE OTHER HAND

Oh dear, this review is starting to look a little vitriolic. It's not completely, totally awful if two players approach it sideways with no preconceptions, and then suddenly play strictly for laughs. Making sense of the fighting moves takes a while and you can spend as much time wrestling with the dodgy programming, as you do with your opponent. There are some imaginative moves, colourful, if amatuer, graphics and completely stupid characters. I laughed, a bit. Alright, it's crap.

● *CHRIS LLOYD*

UPPERS Get out of here.

CD32

DOWNERS Abysmal graphics (they might look alright here, but wait till you see them move), woeful sound, staggeringly bad animation, incomprehensible control, and it tells you the loading instructions *after* you've loaded it up. I killed my first four opponents on the middle difficulty level simply by hammering the yellow button repeatedly, *without even looking at the screen.* Oh, and you really ought to get a load of the artwork in the manual as well.

THE BOTTOM LINE

The worst game you're ever likely to see on the CD32. If you've never played *International Rugby Challenge*, probably the worst game you're ever likely to see in your life. Don't let anyone who owns any other kind of games machine see it, we'll never live it down. Definitely worse than *Doofus* (4%, AP33), so...

3 PERCENT

THE BOTTOM LINE

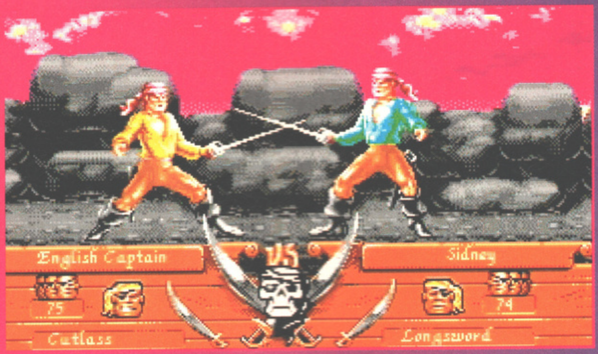
A500

A1200 owners with more £10 notes than brain cells can waste them both on a floppy version which is much the same. A500? Look, you don't want to know...

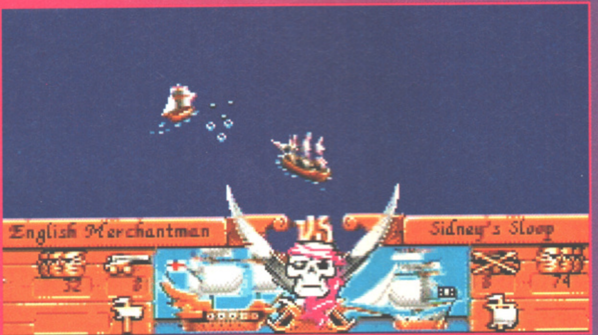
PIRATES! GOLD

Can we resist saying something stupid like 'ahoy mateys'? No, thought not.

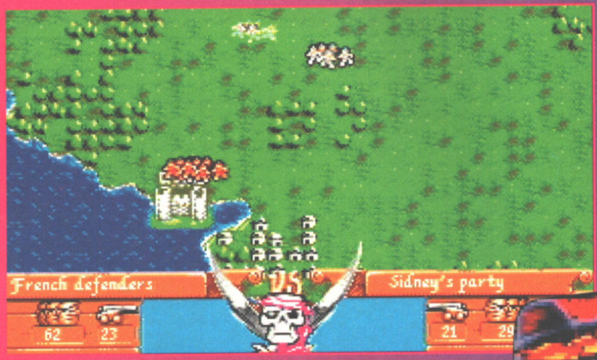
THERE'S MORE THAN ONE WAY TO FIGHT A PIRATE



FENCING: *Street Fighter 2* this isn't. You get three attacking moves and a block, and control response is so delayed that your only hope of success is to hammer away at the attack buttons and jiggle the joypad in random directions and hope for the best. You can improve your chances by selecting 'swordfighting ability' from a list of special characteristics at the start of the game, and you can choose different swords, but otherwise it's pretty much hit-and-hope stuff of the easiest kind.



NAVAL COMBAT: This is a more interesting, but sadly also incredibly slow-moving. You have to manouevre your ship around to bring your side-mounted cannons to bear on your opponent, and either batter them into submission with cannonballs or ram them and launch a boarding party (which basically takes you to the fencing section). The problem is that if you're commanding a slowish ship it can take you all afternoon to get within firing range, especially if the enemy's not keen to engage. Realistic? Almost certainly. Tedious as hell? You betcha.

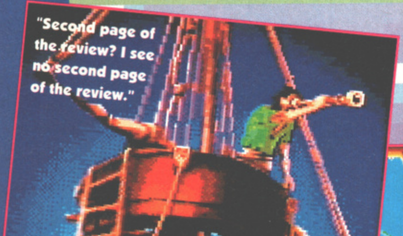


LAND BATTLE: I've tried this a dozen times, studying the manual ever-closer every time, and I still find it mostly incomprehensible. Your forces are divided into two, with control switching between them for increased strategic potential, but the best strategy seems to be to charge straight at your target and attempt to plough through the opposition before they can overwhelm you with their (usually) superior numbers. Succeed, and you're back to the hand-to-hand bit again anyway, hurrah.

Game: Pirates! Gold
Publisher: MicroProse
Authors: In house
Price: £29.99
Release: Out now

So, it's *Elite* time again, is it? It seems that a couple of times every year, someone somewhere releases a game that's David Braben's original BBC Micro classic in every single way except the setting, and this year's no different. *Pirates! Gold* is a game that's actually been around for years in one form or another (the original, distinctly similar, *Pirates* came out on budget from Kixx not long ago), but the formula is older than time itself, practically. You travel around between a large number of locations (this time ports in the Atlantic), you trade various items between towns, you can pirate other traders' ships and steal their goods, you can perform all sorts of missions (carry messages, rescue hostages, so on and so forth), and your ultimate aim is to move up a ranking

> **"Being a pirate brings problems of its own"**



"Second page of the review? I see no second page of the review."

Well, it's a map, isn't it?

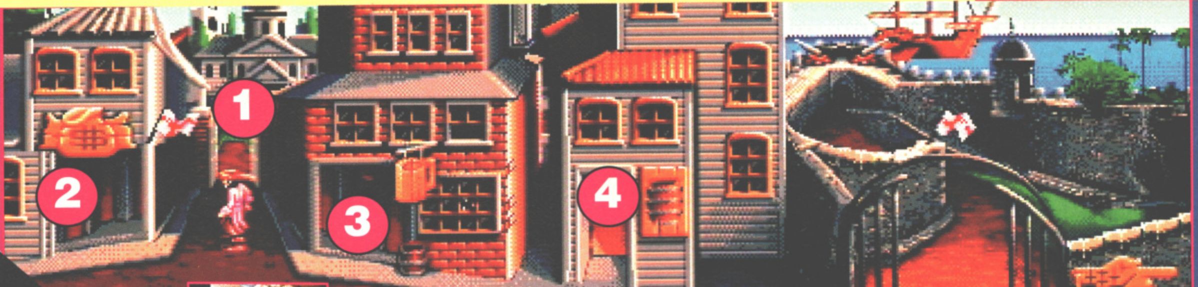
Every port
visit looks
same, and has
same things
It's a bit
McDona
re

A salty
sea-dog,
yesterday

system by
daring dee
Other
pretty muc
in this one
off with a s
pieces, and
crew and d
You can be
businessm
or you can
buying 'Let
one of the
powers rep
the game (
France, Ho
Spain), whi
basically al
to do pretty
anything yo
without any
back. Like
a pirate bri
of its own (
refuse to tr
you may be
ports), but
anywhere f

BLAC
One way o
to get bloo

Every port you visit looks the same, and has the same things in it. It's a bit like McDonalds, really.



The governor's mansion is where you'll be offered Letters Of Marque, errands or missions to perform, rewards for captured enemies and so on. It's also where you'll get the chance to meet lots of babes, who you can try out your pirate charm on, with varying results.

A salty sea-dog, yesterday.

This is where all the real action happens – you recruit crew here, catch up on all the latest gossip, buy bits of treasure maps from drunken old sea-dogs, and find all manner of low-life who you can challenge to hand-to-hand combat in order to extract rewards or information from them. Just like my local.

YOUR COMPLETE A-Z OF ANYPORT, CARIBBEAN

The only reason for going here is to divide up your plunder. You have to do this fairly regularly, or the crew gets terribly disgruntled and leaves. When you divide up, all your ships except one are sold, all your goods are sold, and all your crew disappear with their ill-gotten gains, so you have to start recruiting and plundering all over again. You do get to increase your personal fortune, though, and you get the chance to move up a difficulty level, where both the risks and the rewards are greater.

(no
Spam
(no title)

Cap'n Blackbeard gets his make-up box out again.

Cannon
50 pieces
Space in hold 20 tons
Continue
SUGAR
FOOD
4

Buy and sell goods here. Beware, though, if you develop too bad a reputation, the merchant may refuse to trade with you. And if you can't buy food to keep your crew fed, you'll run into trouble sooner or later...

system by earning cash and doing daring deeds. *Elite*, in other words.

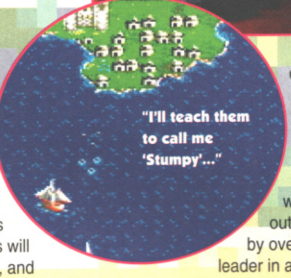
Otherwise, you can probably pretty much guess what's going on in this one for yourself. You start off with a ship and a few gold pieces, and you have to recruit a crew and decide on your strategy. You can be a respectable businessman or a ruthless pirate, or you can combine the two by buying 'Letters Of Marque' from one of the four national powers represented in the game (England, France, Holland and Spain), which basically allow you to do pretty much anything you like without any come back. Like *Elite*, being a pirate brings problems of its own (many traders will refuse to trade with you, and you may be fired on when you try to enter ports), but essentially you won't get anywhere fast by playing the good guy.

BLACK HEART

One way or another you're going to have to get blood on your hands, and this is one of the game's main drawbacks – for a game where fighting is so important (perhaps too important – you can sometimes win a battle where you're outnumbered 20 to 1 simply by overcoming the enemy leader in a swordfight), the fighting sequences are the weakest bits of all. There are three basic types, a one-on-one battle with an opposing captain/guard/whatever, a naval tussle between war ships (obviously), and a strategy-ish bit where you attack a town by land, using your entire crew. The latter two usually lead directly to the one-on-one swordfight anyway, though, so you'll see plenty of that whatever happens. Unfortunately. Check out the box opposite for the full low-down on all the styles of conflict, but take it from me, they let things down somewhat.

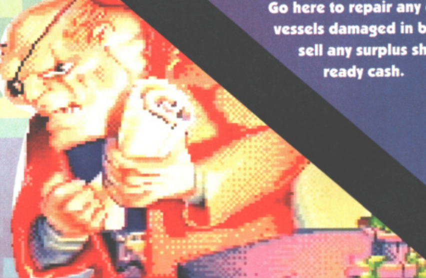
STORMY

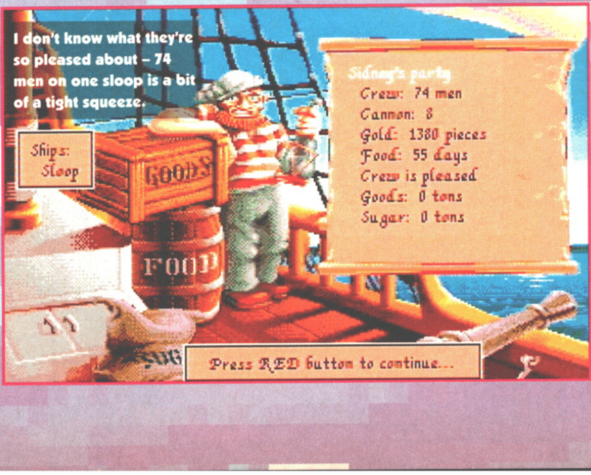
The other thing that knocks a big hole in this actually-rather-nice offering is the sailing



"I'll teach them to call me 'Stumpy'..."

Go here to repair any of your vessels damaged in battle, or sell any surplus ships for ready cash.





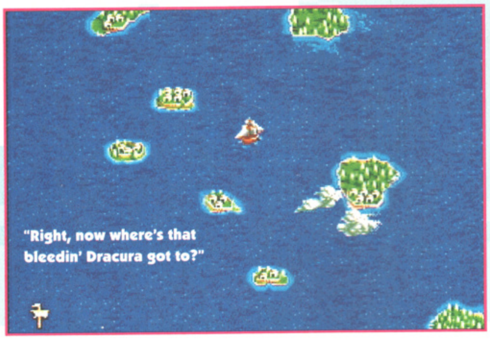
I don't know what they're so pleased about – 74 men on one sloop is a bit of a tight squeeze.

Ships: Sloop

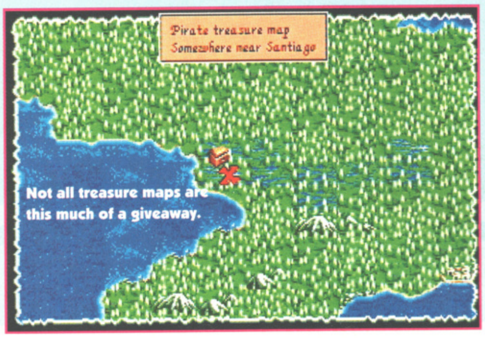
Sidney's party
Crew: 74 men
Cannon: 8
Gold: 1380 pieces
Food: 55 days
Crew is pleased
Goods: 0 tons
Sugar: 0 tons

Press RED button to continue...

This is your cabin, where you keep your important pirate things. Like, um, the door out to the ship.



"Right, now where's that bleedin' Dracura got to?"



Not all treasure maps are this much of a giveaway.

realism. Your crew always travels at the speed of the slowest ship (you build up a fleet throughout the game by capturing other vessels – you can't just buy them, which is another reason you don't get anywhere without fighting), and because they're sailing ships, you're at the mercy of the wind. Try to sail a fleet of warships across the width of the game map (as you must sometimes do) with the wind against you and you'll be stuck looking at a tiny sprite against a background of plain blue for anything up to 10 minutes at a time. There's no speed-up-time facility (well, you can fiddle with your sails but to pretty minimal effect), you can't just set your course and go for a cup of tea, you actually have to sit there doing it and it's unbelievably, astoundingly, knuckle-chewingly, boring. This, finally, was the thing that made me give the game up in disgust after a pretty thoroughly gripped weekend, and if something had been done about it we'd have been looking at at least 10% on the final score.

"Rescue kidnapped members of your family"

PAST, TENSE

If you can't be bothered going to all the trouble of building an impressive career for yourself, though, there's an alternative. The game comes with half-a-dozen historical preset scenarios, a bit like the ones you get in *Sim City*. Here you can put yourself in the boots of one of a number of real-life pirates and see if you can make a better job of their various situations than they did themselves, which is both an interesting diversion and a good idea if you just want to play a relatively short and snappy game with an obvious finishing point, rather than the open-ended empire-building of the main format. Even that, though, can be played in one of six different time periods, each of which hold their own different opportunities and dangers.

HAR, HAR, HAR

These options, along with the different ways in which you can approach the game (do you go for a small party of fast ships, picking off juicy fat targets and pillaging every port you enter, or amass a massive and powerful armada of slow-moving but heavily-armed war galleons and simply steamroller all opposition, sailing the seas with holds rammed with gold, but risking discontent and mutiny amongst your crew? Do you serve your chosen government faithfully and become a respected captain, or attack anything that moves and earn a fearsome reputation, but have to always be watching your back for pirate-hunters after the fat bounty on your head?) is what makes *Pirates! Gold* so engrossing.

COME CLOSER

There's more to *Pirates! Gold* than this – you have to charm the daughters of island governors in search of a wife (to improve your social standing), rescue kidnapped members of your family by retrieving jigsaw pieces of maps from vanquished foes, keep your crew happy by regularly dividing up your spoils, search for buried treasure, all the usual piratey kinds of things – but essentially it's a pretty simple framework inside which you'll never find yourself short of something to do. It's hard to put down once you're into it, but a few of those long journeys, or seeing an hour's hard work go down the drain because you forgot to save and then arbitrarily lost a swordfight, will soon have you swearing never to load it again. Shame.

● ***STUART CAMPBELL***

ON THE OTHER HAND

Unlike Stuart I enjoyed the fighting and discovered that with some practice I was able to develop into a good swordsman and an excellent general (as well as a modest one). Although I have to agree that sailing long distances can be rather dull there's always the possibility of a chance encounter to liven up your day. I've played this game in all its versions and the glamour doesn't seem to pale. It's a real classic as far as I'm concerned. It would be nice, however, if they tinkered with the game mechanics a bit for their new versions, rather than just tarting up the graphics every time. A few more options would make the game worth buying for those who've seen it on other formats.

● ***STEVE FARAGHER***

▲ **UPPERS** Engrossing atmosphere, and though you're doing much the same things all the time, it never actually feels repetitive. The historical campaigns are a nice option, too, and you can save your game to the CD32's built-in memory. Nifty sound and intro sequence, obviously.

▼ **DOWNERS** Sailing across half of the Atlantic against the wind for 10 minutes to get to a different location is more tedious than you could possibly imagine. The fighting sections are, er, basic.

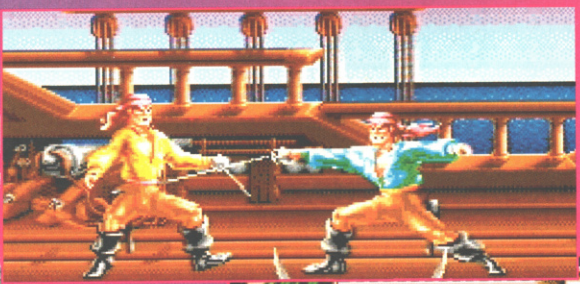
THE BOTTOM LINE

A couple of glaring and unnecessary flaws stop this from being quite as much fun as it ought to have been, but mostly because of the excellent atmosphere it's still a generally pleasant way to while away a few CD32-ing days. *Pirates! Platinum* should be a corker.

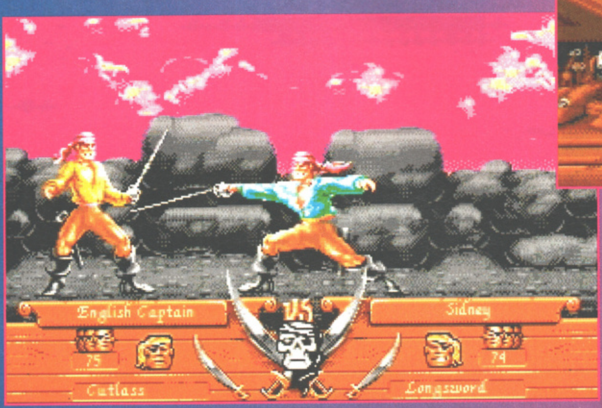
74 PERCENT

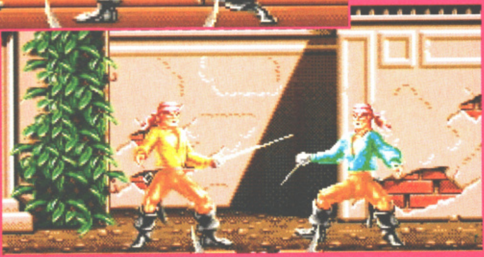
FANTASTICALLY FURIOUS FENCING FUN

Still, even if the game feels like a series of extended justifications for getting into swordfights, at least it's not boring. After all, look at all the different places you get to have them in...



Oddly, whatever nationality your opponent, they all say 'I surrender!' in English when you beat them.





Sadly you can't make them walk the plank or anything fun like that when you win.

Er, not that you could make them walk the plank from outside a tavern (right) anyway.

AMIGA

AVAILABLE NOW! **64 PAGE AMIGA GUIDE**

FROM SILICA – THE UK's No1 AMIGA SPECIALISTS

CONTACT US NOW FOR YOUR *FREE* COPY

FREE! FROM SILICA

When you buy your Amiga from Silica, at our advertised prices, we will give you one or more free gifts. The gifts include the new Chaos pack, GFA Basic & Photon Paint II. Check this ad to see which gifts come with each Amiga from Silica. An enhanced AGA version of Chaos that takes full advantage ot the AA Chipset will be sent with A1200 & A4000s.

SOFTWARE PACK

CHAOS ENGINE	£25.99
SYNDICATE	£34.99
PINBALL FANTASIES	£29.99
NICK FALDO'S CHAMPIONSHIP GOLF	£34.99
CHAOS PACK:	£125.96
GFA BASIC v3.5 - Powerful Basic Programming Language	£50.00
PHOTON PAINT II - Powerful Graphics Painting Package	£89.95
TOTAL VALUE:	**£265.91**

GFA BASIC 3.5 Interpreter
PHOTON Paint
CHAOS
NICK FALDO'S GOLF
AMIGA GOLD FORMAT

WORTH OVER **£265**

AMIGA 600
LEMMINGS PACK

AMIGA 600
Lemmings
2Mb VERSION +£30 RAM 0605
PLUS! DELUXE PAINT III

FREE CHAOS! PACK

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

FREE DELIVERY

PACK INCLUDES:

1Mb AMIGA 600	£199.99
BUILT-IN 1Mb DRIVE	–
BUILT-IN TV MODULATOR	–
DELUXE PAINT III	£79.99
LEMMINGS	£25.99
FREE FROM SILICA (See Top Left)	£125.96
TOTAL PACK VALUE:	£431.93
LESS PACK SAVING:	£242.93
SILICA PRICE:	£189.00

RAM	Price
1Mb RAM	PREVIOUSLY ~~£299~~ **£189** INC VAT - AMC 0666
2Mb RAM	PREVIOUSLY ~~£329~~ **£219** INC VAT - AMC 0666 + RAM 0605

AMIGA 600
WILD, WEIRD & WICKED

AMIGA
THE WILD THE WEIRD & THE WICKED
2Mb VERSION +£30 RAM 0605

FREE CHAOS! PACK

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

FREE DELIVERY

PACK INCLUDES:

1Mb AMIGA 600	£199.99
BUILT-IN 1Mb DRIVE & TV MODULATOR	–
DELUXE PAINT III	£79.99
MICROPROSE GRAND PRIX	£34.99
SILLY PUTTY	£25.99
PUSH OVER	£25.99
FREE FROM SILICA (See Top Left)	£125.96
TOTAL PACK VALUE:	£492.91
LESS PACK SAVING:	£293.91
SILICA PRICE:	£199.00

RAM	Price
1Mb RAM	PREVIOUSLY ~~£299~~ **£199** INC VAT - AMC 0649
2Mb RAM	PREVIOUSLY ~~£329~~ **£229** INC VAT - AMC 0649 + RAM 0605

AMIGA 600HD
EPIC + HARD DRIVE

AMIGA E·P·I·C
INCLUDES HARD DRIVE
2Mb VERSION +£30 RAM 0605

FREE CHAOS! PACK *PLUS!* GFA & PHOTON

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

FREE DELIVERY

PACK INCLUDES:

1Mb AMIGA 600	£199.99
BUILT-IN 1Mb DRIVE & TV MODULATOR	–
64Mb HARD DISK	£179.00
EPIC - A SCI-FI ADVENTURE	£29.99
ROME - ROLE PLAYING ADVENTURE	£25.99
MYTH - STOP THE SPREAD OF EVIL	£19.99
TRIVIAL PURSUIT - POPULAR QUIZ	£29.99
FREE FROM SILICA (See Top Left)	£265.91
PACK VALUE:	£750.86
PACK SAVING:	£401.86
SILICA PRICE:	£349.00

2Mb VERSION +£30 RAM 0605

RAM / HD	Price
1Mb RAM 64Mb HD	**£349** INC VAT - AMC 0964
1Mb RAM 85Mb HD	**£399** INC VAT - AMC 0985

AMIGA 1200 PACKS + HARD DRIVE OPTIONS

RACE 'N' CHASE

NIGEL MANSELL
AMIGA 1200
RACE 'N' CHASE
TROLLS
AS STANDARD 2Mb RAM BUILT-IN

FREE CHAOS! PACK *PLUS!* GFA BASIC **NEW!**

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

FREE DELIVERY

PACK INCLUDES:
- 2Mb Amiga 1200
- Trolls AGA
- Nigel Mansell's World Championship AGA
- + *FREE FROM SILICA* (See Top Left)

RACE 'N' CHASE

RAM	HD	Price	Code
2Mb RAM	0Mb HD	£299	INC VAT - AMC 1224
2Mb RAM	64Mb HD 19ms	£449	INC VAT - AMC 1464
2Mb RAM	85Mb HD 16ms	£499	INC VAT - AMC 1485
2Mb RAM	127Mb HD 16ms	£529	INC VAT - AMC 1527
2Mb RAM	209Mb HD 12ms	£599	INC VAT - AMC 1609

DESKTOP DYNAMITE

AMIGA 1200
DESKTOP DYNAMITE
AS STANDARD 2Mb RAM BUILT-IN

FREE CHAOS! PACK *PLUS!* GFA BASIC **NEW!**

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

FREE DELIVERY

PACK INCLUDES:
- 2Mb Amiga 1200
- Dennis
- Oscar
- Deluxe Paint IV AGA
- Wordworth V2
- Wordworth Print Manager
- + *FREE FROM SILICA* (See Top Left)

DESKTOP DYNAMITE

RAM	HD	Price	Code
2Mb RAM	0Mb HD	£349	INC VAT - AMC 1749
2Mb RAM	64Mb HD 19ms	£499	INC VAT - AMC 1765
2Mb RAM	85Mb HD 16ms	£549	INC VAT - AMC 1786
2Mb RAM	127Mb HD 16ms	£579	INC VAT - AMC 1828
2Mb RAM	209Mb HD 12ms	£649	INC VAT - AMC 1910

AMIGA 1200 SPECIFICATIONS
- 68020EC Processor - 14.19MHz Clock Speed
- 32-bit Architecture/2Mb Chip RAM
- Amiga DOS v3.0/Built-in TV Modulator
- AA Chip Set/16.8 Million Colours
- 1 x 32-Bit CPU/RAM Expansion Slot
- PCMCIA Smart Card Slot
- 96 Key Keyboard with Numeric Keypad
- 2½" Internal IDE Hard Drive Options
- 1 Year On-site Warranty

HARD DRIVE OPTIONS
- Approved 2½" Hard Drives
- Fitted correctly below metal safety shield - does not invalidate warranty
- Covered by Commodore's Official 1 Year On-Site Warranty
- Look for Special 'Official Upgrade' sticker

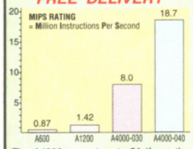
AMIGA 4000
SPECIFICATIONS

FREE CHAOS! PACK

MONITOR OPTIONAL EXTRA

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

FREE DELIVERY



The A4000 runs at up to **21 times** the speed of the A600.

GRAPHICS :
- 16.7 MILLION COLOURS
- RESOLUTIONS UP TO 1280x512 and 800x600

OPEN ARCHITECTURE:
The A4000 has been designed for maximum flexibility providing plenty of room for memory & peripheral expansion.
- 4x16/32-BIT ZORRO III SLOTS
- 3xPC-AT SLOTS
- 1x24-bit VIDEO SLOT

POWER :
- 1.76Mb 3½" FLOPPY DRIVE

NEW! AA CHIPSET

AMIGA 4000
CONFIGURATIONS

The Amiga 4000 '030' and '040' are available in several RAM/Hard Drive options from Silica (please see below). All are fully configured and approved and carry Commodore's full one year on-site warranty.
RAM upgrades are also available from Silica. Due to current fluctuations in the market, please call for upgrade prices.

25MHz 68030EC

RAM	HD	Price	Code
2Mb RAM	80Mb HD 19ms	£899	INC VAT - AMB 3028
2Mb RAM	130Mb HD 16ms	£949	INC VAT - AMB 3110
4Mb RAM	80Mb HD 16ms	£999	INC VAT - AMB 3080
4Mb RAM	130Mb HD 12ms	£1049	INC VAT - AMB 3120
4Mb RAM	214Mb HD 10.5ms	£1149	INC VAT - AMB 3214
4Mb RAM	340Mb HD 12ms	£1249	INC VAT - AMB 3340
4Mb RAM	540Mb HD 12ms	£1499	INC VAT - AMB 3540

25MHz 68040

RAM	HD	Price	Code
6Mb RAM	130Mb HD 16ms	£1899	INC VAT - AMB 4120
6Mb RAM	214Mb HD 16ms	£1999	INC VAT - AMB 4214
6Mb RAM	340Mb HD 12ms	£2149	INC VAT - AMB 4340
6Mb RAM	525Mb HD 10.5ms	£2399	INC VAT - AMB 4540

RAM UPGRADES
CALL FOR PRICES

CDTV ADD-ON
FOR A500 or A500PLUS

FREE DELIVERY
FREE SOFTWARE SEE BELOW

A570 UPGRADE

FREE FROM SILICA WORTH OVER £49

HUTCHINSONS ENCYCLOPEDIA	RRP £29.99
CDPD1 - inc FRED FISH - 600 Public Domain Titles	RRP £19.99

- Clips to side expansion port
- Enables your Amiga 500 to run CDTV software
- Plays normal audio CD discs
- Storage capacity equal to 600 floppy disks
- Transfer time 153Kb/second
- Compatible with CD + G and CD + MIDI formats
- Compatible with ISO9660 standard
- Some old A500s need modification - call for details

WINNER - AMIGA GOLD AWARD 91%

NEW LOW PRICE CDTV — RRP ~~£349.99~~ **£99** INC VAT - CCD 0570

CDTV SOFTWARE
SPECIAL OFFERS
SAVE UP TO £25 PER TITLE!

Code	Title	Price
CSA 1201	A Bun for Barney	£14.99
CSH 3141	Heather Hits Home Run*	£14.99
CSL 4281	Lemmings*	£9.99
CSM 6871	Moving/Stomach Ache*	£14.99
CSM 8131	Mud Puddle*	£14.99
CSS 1701	Scary Poems/Rotten Kids*	£14.99
CST 3201	Thomas' Snowsuit*	£14.99

*CD32 COMPATIBLE — ALL PRICES INCLUDE VAT

STEREO MONITOR
FOR ALL AMIGAS

1084S

- .42mm Dot Pitch 14" Colour Screen
- 600 dots x 285 lines Resolution - 15.75KHz
- Analog RGB, Ditigal TTL and Composite Video
- Anti-glare Screen
- External Controls: Volume, Brightness, Contrast, Colour, Horizontal and Vertical Centering, Height
- Headphone Socket
- Stereo Sound

FREE AMIGA CABLE FROM SILICA

1084S MONITOR **£199** INC VAT - MON 4184

APPROVED

Silica are a fully authorised Amiga dealer. We can upgrade Amiga 600 or 1200's with hard drives, for new or existing owners, without affecting Commodore's official on site warranty. We offer other upgrades and repair service for A500 and A500PLUS computers.

UPGRADES & REPAIRS
- *Latest test equipment*
- *20 trained technicians*
- *1,000s of parts in stock*
- *FAST, 48 hour service*
- *We can collect (£5+VAT)*
- *FREE return courier*
- *All work guaranteed*

CALL FOR A PRICE LIST

NEW! CD32 DANGEROUS STREETS PACK

AMIGA CD32 from Commodore
DANGEROUS STREETS

NOW WITH

5 FREE TITLES

DANGEROUS STREETS
WING COMMANDER
DIGGERS
OSCAR

PLUS! LEMMINGS CD FREE FROM SILICA

CD32 SOFTWARE
AVAILABLE NOW!

Alfred Chicken
Arabian Nights
Battlestorm*
Case/Cautious Condor*
Castles 2
Cinderella*
Chambers of Shaolin
Connoisseur: Fine Arts*
Dangerous Streets
D-Generation
Deep Core
Demo II CD (The)
Fantastic Voyage*
Heather Hits Home Run*
Jambala
James Pond 2
Labyrinth of Time
Lemmings*
Long Hard Day/Ranch*
Mean Arenas
Morph
Moving/Stomach Ache*
Mud Puddle*
MusiColor*
NASA: Heroic Age*
Nigel Mansell Racing
North Polar Expedition*
Now Games Vol I.
Now Games Vol 2.
Overkill/Lunar C
Paper Bag Princess*
Pinball Fantasies
Pirates Gold
Scary Poems/Rotten Kids*
Sensible Soccer 92/93
Sim City*
Sleepwalker
Stamps of Monaco/France*
Tale of Benjamin Bunny*
Tale of Peter Rabbit*
Thomas' Snowsuit*
Trivial Pursuit*
Trolls
Whales Voyage
Zool

*CDTV TITLES WHICH ARE CD32 COMPATIBLE

CALL FOR A PRICE LIST

- 32-BIT POWER
  The worlds first CD-ROM console to use 32-bit tecnology, 4 x faster than a 68000 CPU
- 2Mb RAM
- CD QUALITY STEREO SOUND
- 16.8 MILLION COLOUR PALETTE
- GAMES FROM BELOW £20
- PLUGS INTO A TV OR MONITOR
- PLAYS MUSIC CDs
- DUAL SPEED
  Transfers data almost twice as fast as ordinary CD-ROM drives
- MULTI-SESSION
  Recognises ALL data on CDs, even if the information was addes after intial pressing
- FULL SCREEN VIDEO-CD EARLY '94
  Optional extra module which allows you to watch films on the CD32 - compatible with the latest Video-CD standard, endorsed by JVC, Matsushita, Phillips and Sony
- 11 BUTTON CONTROL PAD
- 5 FREE CD TITLES
  - DANGEROUS STREETS
  - OSCAR
  - WING COMMANDER
  - DIGGER

  PLUS FREE FROM SILICA LEMMINGS CD WORTH £9.99
- COMPATIBLE WITH 26 CDTV TITLES

CD32 + 5 FREE CD TITLES **£289** INC VAT - CCD 3200

140194-1600

SILICA - THE AMIGA SPECIALISTS

SILICA 1978 1993 15 YEARS SERVICE TO YOU

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice. And, will the company you buy from contact you with details of new products? At Silica, we ensure that you will have nothing to worry about. With our unrivalled experience and expertise, we can meet our customers' requirements with an understanding which is second to none. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Service".

- ***COMMODORE APPROVED UPGRADES:*** Official Hard Drive upgrades with ICL on-site warranty.
- ***FREE OVERNIGHT DELIVERY:*** On all hardware orders shipped in the UK mainland.
- ***TECHNICAL SUPPORT HELPLINE:*** A team of Amiga technical experts will be at your service.
- ***PRICE MATCH:*** We match competitors on a "Same product - Same price" basis.
- ***ESTABLISHED 15 YEARS:*** We have a proven track record in professional computer sales.
- ***PART OF A £50M A YEAR COMPANY:*** With over 200 staff - We are solid, reliable and profitable.
- ***CORPORATE & EDUCATION DIVISION:*** Volume discounts are available. **Tel: 081-308 0888.**
- ***SHOWROOMS:*** We have demonstration and training facilities at all our stores.
- ***THE FULL STOCK RANGE:*** All of your Amiga requirements are available from one supplier.
- ***FREE CATALOGUES:*** Will be mailed to you, with special reduced price Amiga offers, as well as details on all Amiga software and peripherals.
- ***PAYMENT:*** We accept most major credit cards, cash, cheque or monthly terms (APR 29.8% - written quotes on request).

SILICA

HOT LINE **081-309 1111**

SILICA IS A DIVISION OF PRODIS PLC

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Order Lines Open: Mon-Sat 9.00am-7.00pm (Sat 9.00am-5.30pm) — No Late Night Opening	**Tel: 081-309 1111** Fax No: 081-308 0608
CROYDON SHOP:	Debenhams (2nd Floor), 11-31 North End, Croydon, Surrey, CR9 1RQ	Opening Hours: Mon-Sat 9.00am-6.00pm — Late Night: Thursday - 9pm	**Tel: 081-688 4455** Fax No: 081-686 4658
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA	Opening Hours: Mon-Sat 9.30am-6.00pm — No Late Night Opening	**Tel: 071-580 4000** Fax No: 071-323 4737
LONDON SHOP:	Selfridges (Basement Arena), Oxford Street, London, W1A 1AB	Opening Hours: Mon-Sat 9.30am-7.00pm — Late Night: Thursday - 8pm	**Tel: 071-629 1234** Extension: 3914
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Opening Hours: Mon-Sat 9.00am-5.30pm — Late Night: Friday - 7pm	**Tel: 081-302 8811** Fax No: 081-309 0017
ESSEX SHOP:	Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA	Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm) — Late Night: Thursday - 7pm	**Tel: 0702 468039** Fax No: 0702 468039
IPSWICH SHOP:	Debenhams (2nd Floor), Waterloo House, Westgate St, Ipswich, IP1 3EH	Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm) — Late Night: Thursday - 9pm	**Tel: 0473 287092** Fax No: 0473 287092

To: Silica, AMPOW-0394-104, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

PLEASE SEND A 64 PAGE AMIGA COLOUR CATALOGUE

Mr/Mrs/Miss/Ms: .... Initials: .... Surname: ....
Company Name (if applicable): ....
Address: ....
....
.... Postcode: ....
Tel (Home): .... Tel (Work): ....
Which computer(s), if any, do you own? 104T

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

The ULTIMATE in the world of videogames

We're Britain's biggest-selling games magazine!

GAMES MASTER

Sega! Nintendo! Amiga! CD-32! 3DO! Jaguar!

Issue Fifteen March 1994

SLAMMIN

NBA Jam, NBA Showdown, Hyper Dunk, Barkley - Shut Up And Jam! It's a bit of a basketball bonanza

WIN!
Loads of really jam hot NBA basketball gear.
Stand, hoop, ball, & team strip.

Exclusive Gremlin coin-op to be won!

SONIC 3

This time, it's different... Or is it? Full review – page 32

GAMES FROM THE USA

All the formats. All the games.
Full Las Vegas show report – page 8

FREE
DISCOUNT CARD
FIND OUT HOW TO USE IT ON PAGE 26

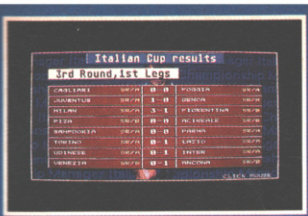
Future Publishing
Your guarantee of value

CHANNEL FOUR TELEVISION

CHA
- Details on
- Realistic t
- All aspects substitute
- Includes a Domark S
- Game run
- Comes ful Italian low

AVAI
AT T

NAME
ADDRES
POSTCO
ITEM
MACHIN
Make chequ
INTELEK PO
Price include



Italian Cup results

3rd Round,1st Legs

CAGLIARI	SR/A	0-0	FOGGIA	SR/A
JUVENTUS	SR/A	1-0	GENOA	SR/A
MILAN	SR/A	3-1	FIORENTINA	SR/B
PIZA	SR/B	0-0	ACIREALE	SR/B
SAMPDORIA	SR/A	0-0	PARMA	SR/A
TORINO	SR/A	0-1	LAZIO	SR/A
UDINESE	SR/A	0-1	INTER	SR/A
VENEZIA	SR/B	0-1	ANCONA	SR/B

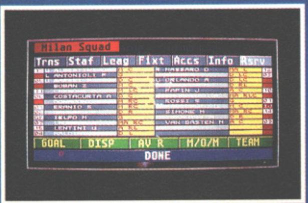
- **BE CAPELLO**
- **BUY BAGGIO**
- **BUILD THE GREATEST TEAM IN THE WORLD**

CHAMPIONSHIP MANAGER

ITALIA

CAMPIONI
BRIGATE ROSSONERE

Inter
NEW STYLE
NEW FORMATION
Done



- This detailed simulation of both Serie-A and Serie-B of the Italian Football League, includes all the correct rules of Italian football, featuring the correct play-off systems and 2 points for a win .
- All major competitions including the Italian Cup, European Cup, Cup Winners Cup, UEFA Cup, and Anglo-Italian Cup are fully implemented.
- Full details on all players in Serie-A and Serie-B including full career histories and accurate ratings for passing and tackling. Additional information is provided by Italian researcher Giancarlo Rinaldi, and World Soccer Magazine.
- Details on players in Serie-C. Pool of the world's best foreign players.
- Realistic transfer system which conforms to the Italian method.
- All aspects of the game adjusted to suit Italian football for example the use of five possible substitutes in matches.
- Includes all the features of our best selling Championship Manager '93 published by Domark Software Ltd.
- Game runs over 40% faster than the original Champ Man '93.
- Comes fully packaged, including comprehensive manual, which includes a unique guide to Italian lower division players.

AVAILABLE EXCLUSIVELY FROM INTELEK AT THE UNBEATABLE PRICE OF £17.00

NAME
ADDRESS

POSTCODE PHONE
ITEM PRICE
MACHINE

AMIGA POWER

Make cheques or postal orders payable to:
INTELEK PO BOX 1738, BOURNEMOUTH BH4 8YN

Price includes post and packaging £17.00. Please allow 28 days for delivery.

INTELEK

Jewel PD

AMIGA, ATARI & PC SOFTWARE

19 Hodgkinson Rd
Kirkby-In-Ashfield
Notts NG17 7DJ
TEL: 0623 754061

★★★ FREE DISK CATALOGUE IF YOU SEND US THREE FIRST CLASS STAMPS ★★★

02G AIR WARRIOR
03G LLAMATRON NOT 600/1200
06G AMIGA TRATION + 6 MORE
07G AMOEBA INVADERS + 11
08G ASTEROIDS + 6 MORE
11G XENNON III + 3 MORE
17G CHESS + 2 MORE
20G RETURN TO EARTH
21G BLIZZARD
30G DOODY + 5 MORE
31G 21 GAMES SPECIAL
37G STORYLAND II
42G SQAMBLE + 6 MORE
44G STAR TREK (2 DISKS)
48G DRAGON TITLES + 10 MORE
52G REVENGE OTM CAMELS + 2 MORE
61G DOWNHILL CHALLENGE + 3 MORE
62G SUPER TWINTRIS + 6 MORE
64G BINGO CALLER
70G FIRE FIGHTER + 2 MORE
75G AMIGA COLUMNS + 1 MORE
77G DR. MARIO + 4 OTHERS
82G TOP SECRET
86G NIVARNA + 2 MORE
87G MOUSE IMPOSSIBLE + 3
89G DELUXE PACMAN + 6 MORE
90G FIGHT WARRIORS + 2 MORE
94G POKER MACHINE + 4 MORE
95G SMURF HUNT + 2 MORE
96G ATIC ATIC + GAME 1MG
98G GAME TAMER + 4 GAMES
17M 808 STATE REMIXES
100G BATTLE CARS II + 5
39D SAFE SEX AUDIO DEMO
52D LETHAL EXIT MEGA DEMO
53D RETTINA DEMO TECNO
07E DNOSAURS INFO + PICS
11E ASTRONOMY INFO + PICS
10W TEXT ENGINE WORDPRO.
10U SPREADSHEET
24U 600 BUSINESS LETTERS
40U AMICASH ACCOUNTS
49U KICKSTART DEGRADER
50U SYSTEM SNOOP DOS
53U 16 DISK COPIERS
Also a range of FRED FISH

We also stock cables, mouse mats and printer ribbons.

FREE printed catalogue, but send a stamp.
DISKS: 1-9 £1.25 each. 10+ 99p each.
MAKE CHEQUES/POSTAL ORDERS PAYABLE TO JEWEL PD

Prices include FREE postage & packing in UK

NJH PD

DEPT AP, 12 Meesons Mead,
Rochford, Essex SS4 1RN
Tel: (0702) 546796

All disks will work on any Amiga unless otherwise stated. Full catalogue available for only 75p or 3 1st class stamps. To order tick the boxes of titles you require and send with your name, address and payment. Hand written orders also accepted

All orders sent 1st Class the same day

FREE DISKS
Order 10 pick another disk free

80p PER DISK

Add 70p per order for P&P
Cheques/POs payable to NJH PD
(#) = no. of disks

ASSASSINS GAMES 1-148 IN STOCK
ORDER AT ONLY 80p A DISK OR
ORDER ANY 50 FOR ONLY £37.50

GAMES

☐ Kung Fu Charlies
☐ Excellent Cards
☐ Klawz the Cat
☐ Megaball 2.1
☐ George Glaxo (2)
☐ Star Base 13 (2)
☐ Gnu Chess (WB2/3)
☐ 100 PD Games (7)
☐ Tetris Pro
☐ Wibble World Giddy
☐ Neighbours (2)
☐ Top of the League
☐ Grand Prix Manager 93
☐ Battle Cars 2
☐ 18 Hole Golf (2)
☐ Jelly Quest
☐ Skidmarks
☐ Mr Men Olympics (2)
☐ Wheel of Fortune
☐ Board Games
☐ Exit 13
☐ Lemmingoids 2
☐ Roulette
☐ Defender
☐ Deluxe Pacman
☐ Skeet Shooting
☐ Gameboy Tetris
☐ Chess
☐ Dithel in Space
☐ Beetle
☐ Karatee
☐ Battle Pong
☐ Bounce and Blast
☐ Zombies
☐ Texas Chainsaw
☐ Speedway Cup
☐ 2 Player Soccer League
☐ Extreme Violence

GAMES

☐ Rodouldix
☐ Parachute Joust
☐ Dithels Wonderland
☐ Frogger
☐ Fruit Machine 2
☐ Star Trek 2
☐ Road To Hell
☐ Fighting Warriors
☐ Soccer Cards
☐ Dr Mario
☐ Parra Attack
☐ 21 Games Disk
☐ Billy Burglar
☐ Artillerus 2
☐ Airport
☐ Tetren
☐ Balloonacy
☐ Arcade Volleyball

DEMOS

☐ 9 Fingers (2)
☐ Skizzo 2 (4)
☐ Dream Trippin
☐ Lemon Groovy
☐ Jesus On Cheese
☐ Data x Trilogy
☐ Extensions
☐ Neural Assault
☐ Fairlight 242
☐ Jesus On E's (2) (2D)
☐ Star Trek Rave Demo
☐ Desert Dream (2)
☐ Revelations Slides
☐ Techno React 2
☐ Mayday
☐ Lethal Exit
☐ State Of The Art

GAMES

☐ Rave Attack 2
☐ Trojan Tracks II
☐ LSD Techno Warrier
☐ Speed Demo (3)
☐ Rhubarb and Custard
☐ Groove Is In The Heart
☐ How to Skin a Cat
☐ A-Z of C64 Tunes (4)
☐ Demon Download (2)
☐ A Trip to Deep Bass (2)
☐ Dolphin Dreams

UTILITIES

☐ DiskSlav 2 (WB23)
☐ X-Beat Pro
☐ Crack And Copy
☐ 200 Utilities
☐ Text Engine 4.1
☐ Icon Editors
☐ Spectrum 1.7(2)
☐ Tetra Copy
☐ Freecopy 1.8
☐ Lock Pick 2
☐ Kick 1.3
☐ No Errors
☐ D-Copy 3.1
☐ Octamed 2
☐ Octatutor
☐ Med Modules (3)
☐ Pacman Copy
☐ Grapevine 18 (3)
☐ Diskmanager 3
☐ Gametamer 4.59
☐ Menumaster 3
☐ Maverick Copy
☐ B-Base 3

UTILITIES

☐ Virus Checker 6.33
☐ Free Paint
☐ WB2 Emulator
☐ Mini Morph
☐ Pools Wizard Jnr

1200 UTILS

☐ WB3 Icon Editor
☐ Andy WB3 Utils
☐ AGA Utils#1
☐ WB3 Backdrops
☐ WB3 Virus Killers
☐ WB3 Hacks
☐ Fakemen

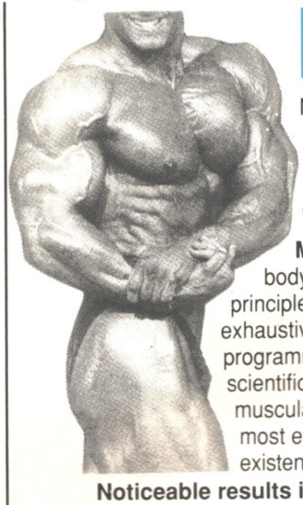
1200 GAMES

☐ AGA Megaball
☐ AGA Tetris
☐ AGA Kondike (3)
☐ Motorola Invaders 2 (2)
☐ Mad Fighter

1200 DEMOS

☐ Origin (2)
☐ Noxious
☐ Full Moon
☐ Abstrax Pig
☐ Volacano
☐ Explicit 2
☐ Snake Raiders (2)
☐ Kefrens Galemonds
☐ Hoi Mindwarp
☐ Hoi Planet Goove
☐ Panta Rehi
☐ Channel No 5
☐ AGA Manga Slides (4)

BUILD MUSCLES FAST!



NEW! Fastest way to build muscles and strength without weights – EVER! Just 35 minutes daily in the privacy of your home will develop an amazing physique.

MUSCLE DYNAMICS is a new body building system based on principles developed after years of exhaustive research. It is a total exercise programme involving the very latest scientific breakthroughs in the field of muscular development. It is the fastest, most effective way to build muscles in existence.

Noticeable results in 28 days guaranteed.

Send for FREE Information Pack.

MUSCLE DYNAMICS,P.O. BOX 70, DOUGLAS, IM99 1EH.
Tel: 0624 801023 (24 hrs)

MUSCLE DYNAMICS,P.O. BOX 70, DOUGLAS, IM99 1EH (AP)

Yes! I want to build muscles fast. Please rush me a FREE information pack!

Name..BLOCK
Address..CAPITALS
....PLEASE
.... **Postcode** ....

(A stamp for reply appreciated)

DON'T WIN A CD32!

It's like this. We keep getting all these CD32s from software houses, and then we do all these really dificult competitions, hoping that nobody will win, we'll get to keep one, and we'll finally be able to review CD32 games without having to sneak into Dixons last thing at night and have a play on theirs when nobody's looking. This one's from MicroProse, in celebration of their rather nice, if oddly-punctuated, new CD game *Pirates! Gold*, and we're determined that none of you lot are going to get your hands on it. So get a load of these for questions. Ha.

Oh, and there's ten *Pirates! Gold* T-shirts for the runners-up, maybe.

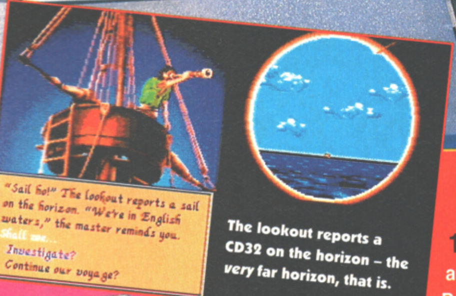
1. How big is space?

2. How long is a piece of string?

3. Have you ever danced with the devil in the pale moonlight?

4. Why can't we all just, like, live in peace and love each other, man?

5. On a hot summer night, would you offer your throat to the wolf with the red, red roses?

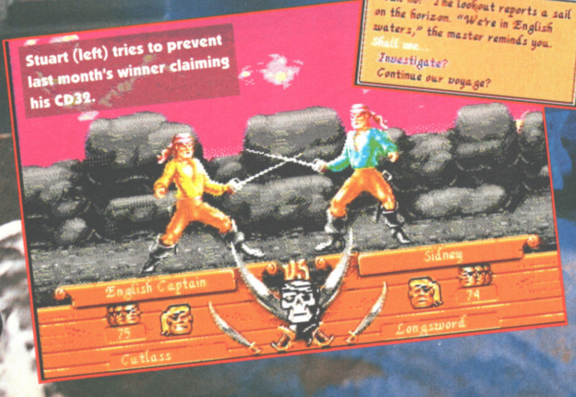


"Sail ho!" The lookout reports a sail on the horizon. "We're in English waters," the master reminds you. Shall we...

Investigate?

Continue our voyage?

The lookout reports a CD32 on the horizon – the *very* far horizon, that is.



Stuart (left) tries to prevent last month's winner claiming his CD32.

HOW TO WIN

1. In the unlikely event of you coming up with decent answers to the above questions, send 'em to I Would Do Anything For Love, But I Do Not Believe You Wanted To Do That competition, AMIGA POWER, 29 Monmouth Street, Bath, Avon, BA1 2DL
2. And do it before the 17th of March, or you might as well staple yourself to a pig and jump off the Post Office Tower for all the good it'll do you.
3. Employees of Future Publishing, MicroProse or Carlton Television who try to enter this competition will be stapled to a pig and etc etc.
4. Multiple entries are, in this case, compulsory.

AM
FRIENDLY
AMITEK
FOR
AMITEK

AMITEK
FRIENDLY TECHNOLOGY

Designed to bring you high quality and performance at affordable prices, AmiTek peripherals offer outstanding value-for-money. They are built to ensure easy fitting, and trouble free operation - making them a pleasure to use. AmiTek products are also thoroughly tested and very reliable, so reliable that we are pleased to offer a full two year warranty on the AmiTek products detailed here.

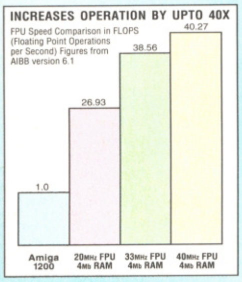
AMITEK - 'FRIENDLY TECHNOLOGY'

AMIGA PERIPHERALS
FOR ALL AMIGA SYSTEMS

HAWK RAM UPGRADE & MATHS ACCELERATOR

FOR THE AMIGA 1200

Maximise the processing power of your standard A1200. Be ready for the new generation of software which makes more demands on Amiga memory and technology. The AmiTek Hawk RAM expansion includes up to 8Mb fast 32-bit RAM, the ability to support a sophisticated 68882 FPU (Floating Point Unit - drastically increases the speed of maths intensive operations) and a battery backed up clock. Built to a high standard, this board can be easily installed and comes with a 2 year warranty. The Hawk RAM board is available in 9 pre-configured versions enabling you to select the model which best suits your requirements.



1Mb, 2Mb & 8Mb RAM versions available with or without Floating Point Unit
2 YEAR WARRANTY
AMIGA 1200 HAWK RAM BOARD ACCELERATOR
WITH BUILT-IN BATTERY BACKED CLOCK & SOCKET FOR FPU
CONFIGURED TO: 4Mb RAM WITH SOCKET FOR FPU
AMITEK
BUILT-IN BATTERY BACKED CLOCK

- Plugs straight into A1200 trapdoor - No soldering required
- Upgradeable FAST RAM board to 1, 2, 4 or 8Mb
- Uses industry standard socketed SIMMs for easy upgrades
- Three types of optional Floating Point Unit - 20MHz, 33MHz or 40MHz PLCC 68882 co-processor
- Comprehensive easy to follow manual with illustrations
- Works with all A1200 and A1200HD computers
- Does not invalidate your A1200 warranty
- 2 year warranty

	NO FPU	20 MHz FPU	33 MHz FPU	40 MHz FPU
1 Mb RAM	£99 INC VAT - RAM 1210	£149 INC VAT - RAM 1212	-	-
2 Mb RAM	£129 INC VAT - RAM 1220	-	£199 INC VAT - RAM 1223	-
4 Mb RAM	£199 INC VAT - RAM 1240	£249 INC VAT - RAM 1242	-	£299 INC VAT - RAM 1244
8 Mb RAM	£399 INC VAT - RAM 1280	-	-	£499 INC VAT - RAM 1284

PRICES FROM ONLY
1Mb RAM, NO FPU
£99
INC VAT - RAM 1210

1Mb SONY® EXTERNAL 3½" FLOPPY DRIVE

FOR ALL AMIGA COMPUTERS

SONY MECHANISM
3½" 1Mb EXTERNAL FLOPPY DISK DRIVE
FOR THE Commodore AMIGA
COMPUTER RANGE
AMITEK
2 YEAR WARRANTY

DELUXE DRIVE
The AmiTek drive has been specially designed to meet the needs of Amiga users and has many deluxe features which are not included in other drives - check out the competition!

ANTI-CLICK
The anti-click feature stops your drive from making lengthy whirs and clicks that occur when the drive is empty and searching for a disk.

ANTI-VIRUS
The switchable Anti-Virus mode stops track 0 viruses infecting the disk while in the drive. Yet, unlike many other drives which have virus killers, this Anti-Virus mode can be disabled, allowing some fussy copy protected software to run.

ADD ADDITIONAL DRIVES
As a double sided mechanism, the AmiTek drive gives 880K of disk space after formatting. It is also daisy-chainable, which means that you may add further drives - it uses very little power so doesn't suck precious volts from your Amiga.

SONY MECHANISM
Before creating these drives, AmiTek took the time to source a mechanism that has all the features, quality and reliability that Amiga owners have been crying out for. After vigorously testing Sony's mechanism, it proved to be the best by far available.

- HIGH QUALITY 3½" SONY MECHANISM
- ENABLE/DISABLE SWITCH
- BUILT-IN ANTI-CLICK FEATURE
- SWITCHABLE ANTI-VIRUS MODE
- 75MS ACCESS TIME
- DAISY CHAINABLE VIA THRU PORT
- LOW POWER USAGE
- NO NEED FOR EXTERNAL PSU
- COMPATIBLE WITH ALL AMIGAS
- 2 YEAR WARRANTY

Details taken from models available DEC '93	ANTI-CLICK	ANTI-VIRUS	STRONG METAL CASE	QUALITY SONY MECHANISM	ISOLATION SWITCH	2 YEAR WARRANTY
AMITEK	✓	✓	✓	✓	✓	✓
ZAPPO	–	–	✓	–	✓	–
CUMANA	–	–	–	–	✓	–

EXTERNAL DRIVE
£59
INC VAT - DRI 1159

1Mb INTERNAL FLOPPY DRIVE

FOR AMIGA 500/500PLUS

The internal AmiTek replacement drive is ideal for users who wish to replace their existing internal drive.

The pack features a high quality internal 1Mb, 3½" drive mechanism for the Amiga 500/500PLUS. All you need to fit the drive is included, plus easy to follow fitting instructions and 24 months replacement guarantee.

2 YEAR WARRANTY

INTERNAL DRIVE
£44.95
INC VAT - DRI 3600

PCMCIA CARDS

FOR AMIGA 600

2 YEAR WARRANTY

AMITEK
PCMCIA CARD
FAST 4Mb RAM
For Amiga 600 & 1200
THIS WAY UP

For sheer ease of use and flexibility you can't beat AmiTek's PCMCIA RAM upgrades. These compact credit card sized upgrades slot into the PCMCIA port on your A600 or A1200, increasing the RAM by 2Mb or 4Mb.

2Mb CARD
£119
INC VAT - RAM 6020

4Mb CARD
£179
INC VAT - RAM 6040

MODULATOR

FOR ALL AMIGAS

NEW!
AMITEK PAL MODULATOR FOR THE AMIGA
AMITEK
2 YEAR WARRANTY

The AmiTek External Modulator makes an ideal replacement modulator for all Amiga owners. Everything needed is supplied. Like all AmiTek peripherals, it comes with an easy to follow manual.

- User friendly manual included
- High quality design
- FREE RF cable supplied

MODULATOR
£34
INC VAT - MOA 4200

RAM UPGRADES

FOR AMIGA 500/600

Many business packages and advanced games require more than your Amiga's standard memory capacity to run at their full potential. The AmiTek range of RAM upgrades is the perfect way to add that extra memory capacity to your system. The following RAM upgrades are all trapdoor cards and fitting will not affect your Amiga's warranty.

2 YEAR WARRANTY

A500 - Low cost 512K upgrades, with or without a battery backed clock.
512K - NO CLOCK **£18** INC VAT - RAM 0505
512K - WITH CLOCK **£23** INC VAT - RAM 0510

A500PLUS - The A500PLUS has a battery backed clock built-in, so these 1Mb RAM upgrades do not require this.
1Mb UPGRADE **£30** INC VAT - RAM 0520

A600 - Low cost, easy-to-fit, 1Mb RAM upgrade without a battery backed clock.
1Mb UPGRADE **£30** INC VAT - RAM 0605

140194-1130

THE SILICA SERVICE

SILICA 1978 15 1993 YEARS SERVICE TO YOU

Before you decide when to buy your new Amiga products, we suggest you think very carefully about WHERE you buy them. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or software, or help and advice. And, will the company you buy from contact you with details of new products? At Silica, we ensure that you will have nothing to worry about. We can meet our customers'' requirements with an understanding which is second to none. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Service".

- ***FREE OVERNIGHT DELIVERY:*** On all hardware orders shipped in the UK mainland.
- ***TECHNICAL SUPPORT HELPLINE:*** A team of technical experts will be at your service.
- ***PRICE MATCH:*** We match competitors on a "Same product - Same price" basis.
- ***ESTABLISHED 15 YEARS:*** We have a proven track record in professional computer sales.
- ***PART OF A £50M A YEAR COMPANY:*** With over 200 staff - We are solid, reliable and profitable.
- ***CORPORATE & EDUCATION DIVISION:*** Volume discounts are available. **Tel: 081-308 0888.**
- ***SHOWROOMS:*** We have demonstration and training facilities at all our stores.
- ***THE FULL STOCK RANGE:*** All of your requirements are available from one supplier.
- ***FREE CATALOGUES:*** Will be mailed to you, with special offers and full details of hardware, peripherals and software.
- ***PAYMENT:*** We accept most major credit cards, cash, cheque or monthly terms (APR 29.8% - written quotes on request).

SILICA

HOT LINE 081-309 1111

SILICA IS A DIVISION OF PRODIS PLC

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Order Lines Open: Mon-Sat 9.00am-7.00pm (Sat 9.00am-5.30pm) No Late Night Opening	**Tel: 081-309 1111** Fax No: 081-308 0608
CROYDON SHOP:	Debenhams (2nd Floor), 11-31 North End, Croydon, Surrey, CR9 1RQ	Opening Hours: Mon-Sat 9.00am-6.00pm Late Night: Thursday - 9pm	**Tel: 081-688 4455** Fax No: 081-686 4658
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA	Opening Hours: Mon-Sat 9.30am-6.00pm No Late Night Opening	**Tel: 071-580 4000** Fax No: 071-323 4737
LONDON SHOP:	Selfridges (Basement Arena), Oxford Street, London, W1A 1AB	Opening Hours: Mon-Sat 9.30am-7.00pm Late Night: Thursday - 8pm	**Tel: 071-629 1234** Extension: 3914
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday - 7pm	**Tel: 081-302 8811** Fax No: 081-309 0017
ESSEX SHOP:	Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA	Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm) Late Night: Thursday - 7pm	**Tel: 0702 468039** Fax No: 0702 468039
IPSWICH SHOP:	Debenhams (2nd Floor), Waterloo House, Westgate St, Ipswich, IP1 3EH	Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm) Late Night: Thursday - 9pm	**Tel: 0473 287092** Fax No: 0473 287092

To: Silica, AMPOW-0394-125, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

PLEASE SEND A 64 PAGE AMIGA COLOUR CATALOGUE

Mr/Mrs/Miss/Ms: .... Initials: .... Surname: ....

Company Name (if applicable): ....

Address: ....

....

.... Postcode: ....

Tel. (Home): .... Tel. (Work): ....

Which computer(s), if any, do you own? 125D

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

SUBSCRIBE T

DON'T BUY AN AMIGA GAME UNTIL YOU'VE READ THIS
AMIGA POWER
A MAGAZINE WITH ATTITUDE
STAY COOL
Cool Spot exclusive demo and review!
Also reviewed in this issue: F1, Skidmarks, Fury of the Furries, Bubba'n'Stix, Star Trek, Campaign 2, Civilisation AGA and loads more! It's almost too exciting to be true! Yes
YOURS WITH ISSUE 34 OF AMIGA POWER
2 GAMES ON THIS DISK
COOL SPOT
You ain't never seen nothing this cool. A taster of summer happiness to help you through those winter blues.
SMIDGE
disk 34
Fun PD platformer that's better than most full-price games
YOURS WITH ISSUE 34 OF AMIGA POWER
ON THIS DISK
LAMBORGHINI AMERICAN CHALLENGE
Vroooom and lots of other speedy words are what's needed to describe this ace driving game
Future
ISSUE 34

KEEP YOUR FINGER ON THE PULSE...

AMIGA POWER keeps you up to date with all that's happening in the games world, bringing you the biggest Amiga stories every month.

BE THE BEST...

Complete Control provides the best hints, tips and cheats. The Last Resort gets your particular problems solved.

WHAT IT IS...

Nobody reviews a game like we do. We have a reputation for providing definitive, authoritative reviews with an attitude. With full coverage of PD and budget games and massive, in-depth four-page breakdowns of the big name games, we've got the reviews that set the standard for everybody else. You'd be a fool not to buy it.

AMIGA POWER POLICY OF TRUTH

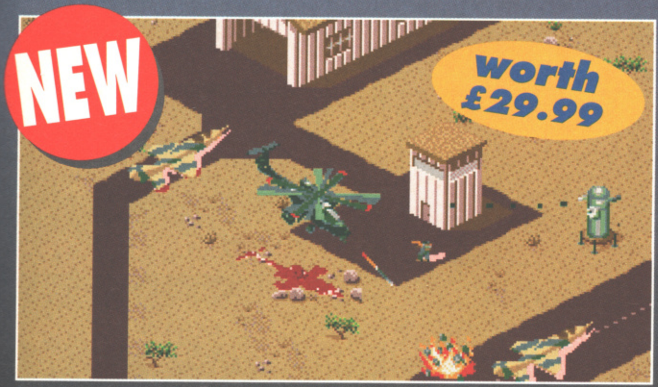
- We won't review unfinished games just to claim an exclusive.
- We don't pander to games publishers – we say what we really think.
- We only use experienced, professional reviewers.
- We won't bore you with mountains of technical-jargon-hardware tedium.
- We take games seriously, because you do too.

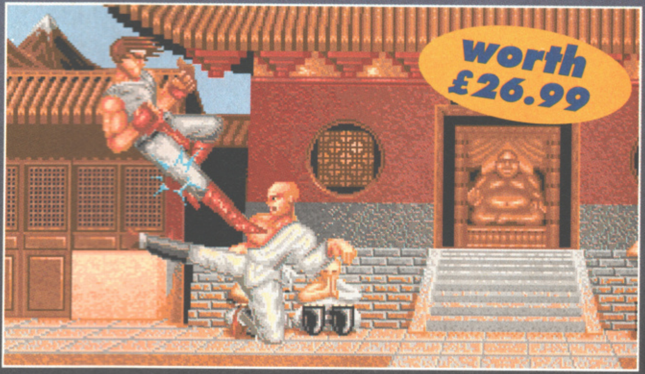
G
NEV
DESE
It was a hit
Amiga. It's
devastating
If ever a sh
JUS
● Y
● Yo
RETUR
YES! F
Please s
☐ UK f
NB: So tha
EC custom
METHOD
☐
Card no

TO AMIGA POWER

FOR A LIMITED PERIOD ONLY

...AND RECEIVE ONE OF THESE FANTASTIC GAMES ABSOLUTELY FREE!





DESERT STRIKE — AP RATED 92%

It was a hit on the SNES and the Mega Drive, and now it's even better on the Amiga. It's got the best graphics, the best sound, the best explosions and a devastating arsenal of weapons to help you complete the wide range of missions. If ever a shoot-'em-up deserved the accolade 'instant classic', it's this one.

BODY BLOWS — AP RATED 89%

The best Amiga beat-'em-up of all time, with the hottest kicking, punching and fighting action around. You get three disks, eleven characters, seven locations and as many special moves as you can handle. Show this to your puny console-owning friends and they just won't know what's hit them. Trust us. You'll love it.

JUST LOOK AT ALL THE BENEFITS YOU GET WHEN YOU SUBSCRIBE!

● You save time ● You save money ● You guarantee your copy ● You get it delivered ● You get one of these fantastic games free!

RETURN THE COUPON BELOW OR INSTEAD CALL OUR CREDIT CARD HOTLINE ON 0458 74011

YES! Please enter my subscription to **AMIGA POWER**
Indicate as appropriate

Please send me ☐ ***DESERT STRIKE*** ☐ ***BODY BLOWS***

☐ **UK £39.95** ☐ **EUROPE £67.80** ☐ **REST OF THE WORLD £96.85**

NB: So that you receive your magazines quickly and undamaged, overseas subs are sent Air Mail. EC customers registered for VAT, please quote your VAT registration number.

METHOD OF PAYMENT *(please make cheques payable to **Future Publishing Ltd**)*

VISA ☐ ☐ **CHEQUE** ☐ **Expiry date** ______________________

Card no ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Signature ______________________

Name ______________________

Address ______________________

____

______________________ Post Code ______________________

Telephone No ______________________

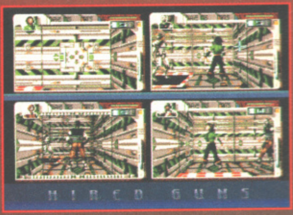
Please tick here if you do not wish to receive direct mail from other companies ☐

Enclose this coupon (together with your cheque if applicable) in an envelope to:
AMIGA POWER SUBSCRIPTIONS, FREEPOST, SOMERTON TA11 7BR
THIS COUPON IS VALID UNTIL 31 APRIL 1994 **AP/MAG/0194**

COMPLETE CONTROL

Rich Pelley is a bit like a toaster. Each month we hand him over the Complete Control mailbag (the bread), and a few days later he magically pops up with the answers.

HIRED GUNS



Hired Guns in its four-way splendour.

(Psygnosis)

Phew – that *Hired Guns* stuff we printed last issue really was of the highest calibre. You really would think whoever sent them in deserves a big prize. And indeed such a prize will be elicited – if, erm, whoever provided the tips could just let me know who he or she was.

BADDY TIPPERY

The majority of baddies are pretty lethal. Seemingly cute little lizards, beavers and foxes may not inflict much damage, but still poison humans. The druids (in grey) and priestess (in red and green) will fire at you. Only the small puppy (action games only) is truly safe, and hence should be blown away with the biggest gun you can lay your hands on. All monsters can, and will, negotiate stairs (so bear this in mind when scarpering), but many won't follow you through doors (but be warned – they can if they want to).

PROJECTILE WEAPONS

Best used for backup more than anything. The best ones to have are the Assault rifle, Auto gun, Mini gun, Super covert, Grenade launcher, Imperial Auto and the Mounted Machine gun. Anything else isn't really worth the bother. Don't overload on ammo, one clip per gun is enough to get you out of a tight spot. You should be using a laser by now anyway.

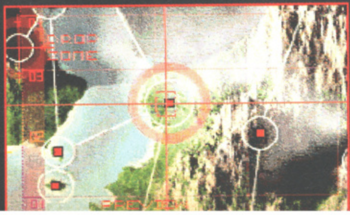
ENERGY WEAPONS

Of course the snag here is that (along with the Assault rifle and Rocket launcher) once wet they are rendered useless. Not to fret though – the way to get around levels which need to be executed underwater is to use a Watertight or Part Waves spell.

For power without mass, you can't get better than a Particle Beam rifle or a Neutron Flux cannon. The Disrupter cannon is located in the second temple; collect it if you will, but remember that it is only effective in a large area and should not be fired in close proximity to other party members. Take all laser packs that you come across – you will be using a lot. Flamers are affected by water, but a Good Thing is that you can fire them through a force field and kill monsters on the other side. Sentry guns are a nice extra, but have no special uses and so should be sacrificed in a having-too-much-to-carry situation. They save you ammo, but in contradiction to the manual, it is possible to get shot by one.

MULTIPLAYER ADVICE

Locate an object that from experience you know another player is likely to seek out. Pick it up, place a mine underneath and hide! Their greed always gets the better of them. (Chortle.) Another sneaky move is to hang around at the top of a lift shaft and when somebody gets in the lift, nudge a block over the edge. They'll be dead before they reach the top!



Coming in to land in the worst nightmare you ever voluntered for.

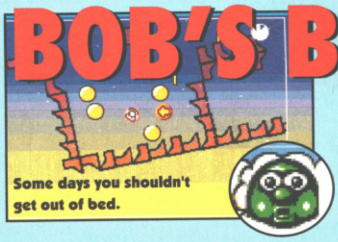
THEATRE OF DEATH

Oliver Stone wox 'ere!

(Psygnosis)

Jasper Druif of Holland ("You ain't much, if you ain't Dutch," Jasper reminds us) sent in a slightly more coherent version of the codes we printed in issue 32 and a cheat (with in fact proves to be more useful than all the passwords put together). Enter, then, the password as SHED SOFTWARE and a message will appear informing you in no uncertain terms that you now have unlimited ammo, air strikes and so forth.

BOB'S BAD DAY



Some days you shouldn't get out of bed.

(Psygnosis)

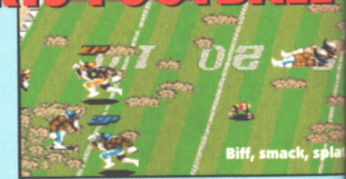
"Here is the level codes for Bob's Bad Day," says Tim of Lincoln. Let's just hope that his game playing is slightly more accurate than his grammar. Here's a select few to help you out.

Level 15–WDPDEWOF Level 20–VDPEFWNG
Level 25–TCKFGXQH Level 30–SEAGGVPH
Level 35–RCKHHXOI Level 40–QEAIIVNJ
Level 45–ODPJJWQK Level 50–NDPKKWPL
Level 55–MEALLVOM Level 60–LFFMLUNM
Level 65–JBFNMYQN Level 70–IDPONWPO
Level 75–HDPPOWOP Level 80–GFFQPUNQ
Level 85–EDPRQWQR Level 90–DEASQVPR
Level 95–CFFTRUOS Level 100–BEAUSVNT

DON'T FORGET

TIPS COME IN EVERY SHAPE, FORM AND SIZE – BUT AS LONG AS THEY'LL FIT THROUGH THE AMIGA POWER LETTER-BOX WE'LL BE GLAD TO RECEIVE ANYTHING AND EVERYTHING. PLEASE WRITE TO: COMPLETE CONTROL, AMIGA POWER, 30 MONMOUTH STREET, BATH BA1 2BW.

BRUTAL SPORTS FOOTBALL



Biff, smack, splat

(Millenium)

Here is some useful advice for the game-playing man's *International Rugby Challenge* from Matt Smith of Bristol, with a final password from Rob Newton of Prestwich.

BONUSES

RABBITS: Charge towards the goal in a zig-zag fashion and run it in.
WALKING BALLS: Run into the goal mouth and wait for the ball to follow.
ICE CUBES: Use when the opposition is nearing your goal or when near the centre line. They are also useful if you want to give another player a good kicking.
TORTOISE: Boot the ball away instantly!
LIGHTNING: Use this only when you're not in possession.
BUBBLE: Charge!
BOMBS: Run to the goal mouth and tap fire, but be careful if you have the Rabbit, because you can run into your own bombs. And never (ever) hit a man with Bombs on. It isn't nice.

PLAY TACTICS

At the start of a match, run your uppermost player over to punch his opposite. When the screen re-centres itself, dive on the centre forward, stomp on his legs and the ball should be yours.

SCORING

When facing a trickier computer opponent, kill off his goalie and kick the ball from halfway between the centre and the line to its right and the ball should land cleanly in the goal. When a chum is brought in, locate a sword, take it to his corner, wait for a suitable player to arrive and hack the man down – keep this up for long enough and you wipe out the entire team! Dragons are an easy opponent (boot the ball down the pitch and punch anyone who gets in the way), Rhinos are slightly harder (play for goals) and Goats can be a real problem (defence – in the form of hitting and stomping on as many of the the opposition as possible – is the key).

PASSWORDS

First League, Assassins vs. Berserkers:
ZXXXVF2!Y
22QBNSMNP

Top League, last game of season with a ten point lead (so you don't even have to win), vs Beserkers:
HCZB203MQ
YNTYMKRRR
MESSIAH—
And there you have it.

Surely the ref will have to call it off with the pitch in that state. Someone could get hurt.

MORTAL KOMBAT

(Virgin)

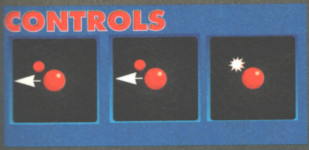
We Amiga owners don't get very many opportunities to laugh in the face of our console-owning counterparts. Unless they have a silly haircut, of course. (Which most of them do – perhaps Dixon's offer some sort of discount). Or they've got their jumper on back to front. Or, more relevantly, if they bring up the topic of *Mortal Kombat* in conversation; marketed primarily as the next big thing for Sega and Nintendo owning beat-em-up fans, it ended up playing like the proverbial dog compared to the spanking Amiga version. Stanford Young of Fife is here to help out with the Death moves, along with some gameplay advice from Graham Purkins of Scotland and vital info from David Low of London on how to reach Reptile.

KANO

PLAYING AGAINST: This chap is good in the air and good on the ground, but his special moves can be easily avoided with concentration.

PLAYING AS: The cannonball move must be performed in close vicinity to player two or you might find that a lot of the time it is blocked and your nose is shoved into the back of your head!

DEATH MOVE: HEART ATTACK. Push the joystick away from the opponent twice and press Fire. You must be standing right next to your opponent to execute the move.

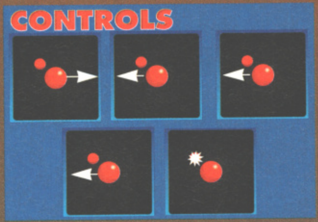


RAIDEN

PLAYING AGAINST: Raiden is the Ken of *Mortal Kombat* – a good all-rounder, but with no magic strategy to adopt to guarantee success. If he teleports, try a roundhouse kick as soon as you notice him trying to pull one off, and you should catch him as he re-materialises.

PLAYING AS: Watch out because when Raiden has been knocked down he takes slightly longer to get back up on his feet, and the computer enjoys leg-sweeping a character after they have fallen. A few torpedoes, by the way, go down nicely.

DEATH MOVE: HEAD BANG. Push the joystick Towards, Away, Away, Away and Fire. Again you must be close to whoever you are fighting.

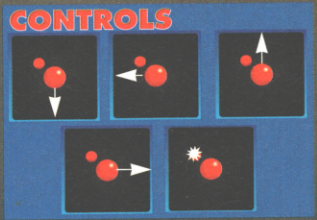


LIU KANG

PLAYING AGAINST: From a distance is the best way to tackle this chump. This will give you time to react when he thinks he'd like to try out his special move. You probably didn't want to get closeanyway. He's an ugly mother, and rather too fast for you to block.

PLAYING AS: Supersonic kick a couple of times in a row – especially effective vs. Goro.

DEATH MOVE: HELICOPTER SPIN KICK. Stand about two inches away from whoever's about to get it Move Down, Away, Up, Towards and Fire.



SCORPION

PLAYING AGAINST: Easy to beat on early levels, he has a tendency to try and stick a large spear down your throat before giving you a rather sore chin. The best way to see to him is to get in close (where his special moves are least effective). Be ready to duck and don't forget that the harpoon can be blocked. Pull off a successful block and a couple of flying kicks will go down well.

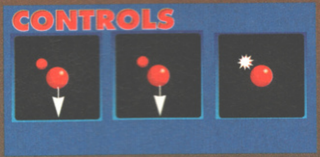
PLAYING AS: Use the harpoon, uppercut your foe and perform a hefty fly-kick topped off with a roundhouse. This takes almost half their life in one go.

661000
RAYDEN
91
PRESS FIRE
KANO

Rollin', rollin', rollin'...

Teleport punches are annoyingly sneaky for any opponent as too.

DEATH MOVE: HELLFIRE POWER.Position yourself about two inches away. Pull Down, Down and Fire.

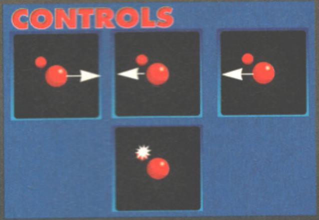


SONYA BLADE

PLAYING AGAINST: Keep your distance as she's a gal with a long reach. Mind her leg throw – it's particularly nasty. And another thing, don't jump around too much or she'll Superman you.

PLAYING AS: Be wary of the leg throw – upside down in a hand stand is rather a vulnerable position! Her speed and back-breaking leg toss can prove fatal.

DEATH MOVE: KISS OF DEATH. Standing anywhere you fancy, move the joystick Towards, Away, Away and Fire.

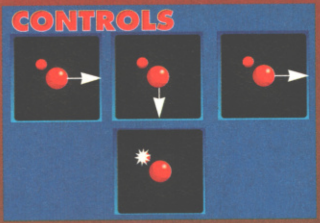


SUB ZERO

PLAYING AGAINST: In combat Subby behaves much the same as Scorpion. As he fires his ice weapon, block it and let rip with a flying kick preferably before he has had time to recover.

PLAYING AS: Freeze your opponent, uppercut him or her, and re-freeze the sucker – this is easy and extremely effective. Your ice weapon is particularly good in defence against Raiden's Torpedo, freezing him in mid flight. Both Sub Zero's and Scorpion's special moves are excellent against Goro as you can keep your distance and inflict maximum damage.

DEATH MOVE: HEADPIECE: Move in as close to your stunned opponent as you feel comfortable and then move your stick as follows; Towards, Down, Towards and then hit the Fire button for execution.

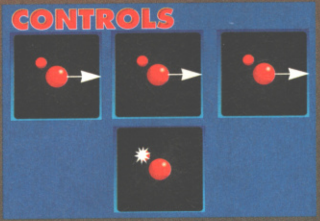


JOHNNY CAGE

PLAYING AGAINST: Mind this lad's uppercut. And if you are roughly half the screen apart and he doesn't seem to be advancing, a shadow kick may well be heading in your general direction. It can be avoided though by using a block then a leg sweep.

PLAYING AS: A shadow kick followed by a flying kick won't do much for your opponent's spirit. His vast range of moves if used in the correct order can make him a real winner.

DEATH MOVE: Towards, Towards, Towards and Fire.



GORO

Keep your distance (Goro has a long reach and won't say no to an opportunity to grab your head and pound you in the face several times) and duck any fireballs that come your way (get hit and wave goodbye to a third of your energy). All kicks are effective, sending him sliding back along the floor. Scorpion's harpoon, Sub-Zero's ice and Lui Kang's Supersonic kick are the most effective Special Moves.

SHANG TSUNG

The only people he will change into are Goro and yourself. As you have beaten Goro and your twin, this should be of little worry to you. Make a mental note to duck the several green fireballs he unsportingly fires at you at the beginning of the fight.

REPTILE

To meet Reptile: Start a one player game and play as usual until you've reached the pit. Look at the moon in the background – in order for Repty to appear there must be something flying across it. You must then win twice over your (computer) opponent and execute the death move at the end and bingo! Reptile will appear. Remember that it is no use trying to block his attacks as this still drains energy. Reptile has both Sub Zero's and Scorpions's special moves. And he's lightning fast!

Don't forget to send in your tips – see you all next month.

CANNON

Right then, there's no time to waste on wibbling, so I'll just say that seeing as *Cannon Fodder*'s so popular at the moment, this is the first of a series of tips pages, so if you've worked out solutions of later levels, send 'em in and get your name in print.

GENERAL STUFF

Use Available Cover: The best way of staying alive is to keep out of the line of fire, so if you can take out enemies by lobbing grenades over trees, do it.

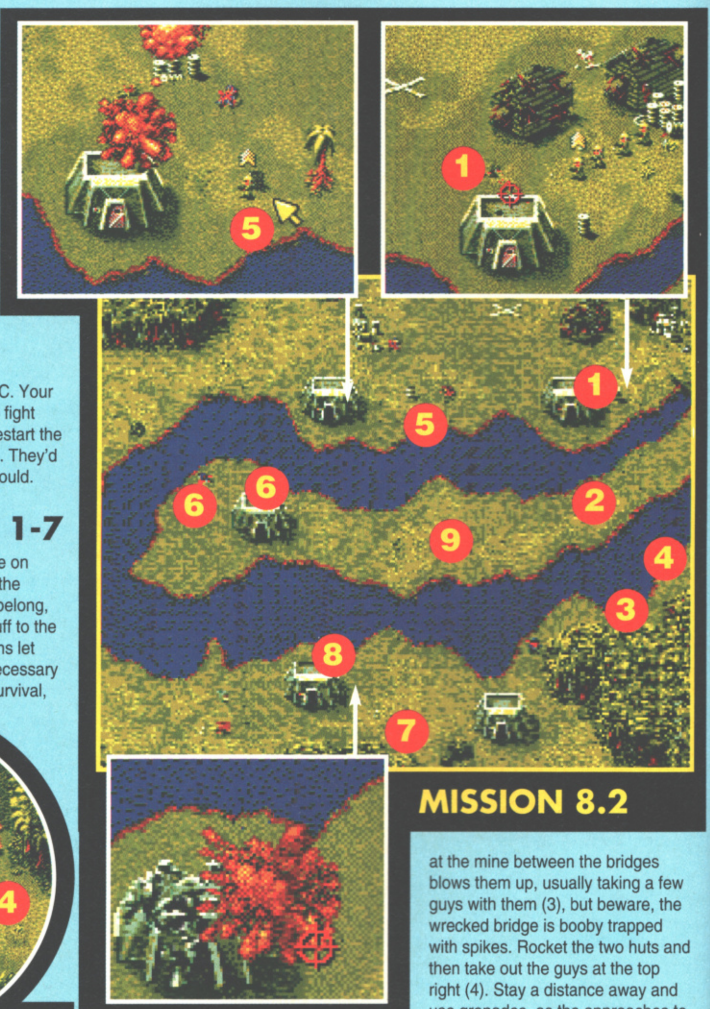
Take Out Huts Quickly: It's no use just blasting away at enemy grunts, because as long as the huts are intact, they'll keep on coming.

Charge Rocket Launchers: The best way of dispatching rocket launchers is to take a single soldier with no grenades or rockets, and click directly on your target. As long as he's moving, the rockets will land behind him, and you can easily get into shooting range. If you try this with an entire team, the tail-enders always get blasted.

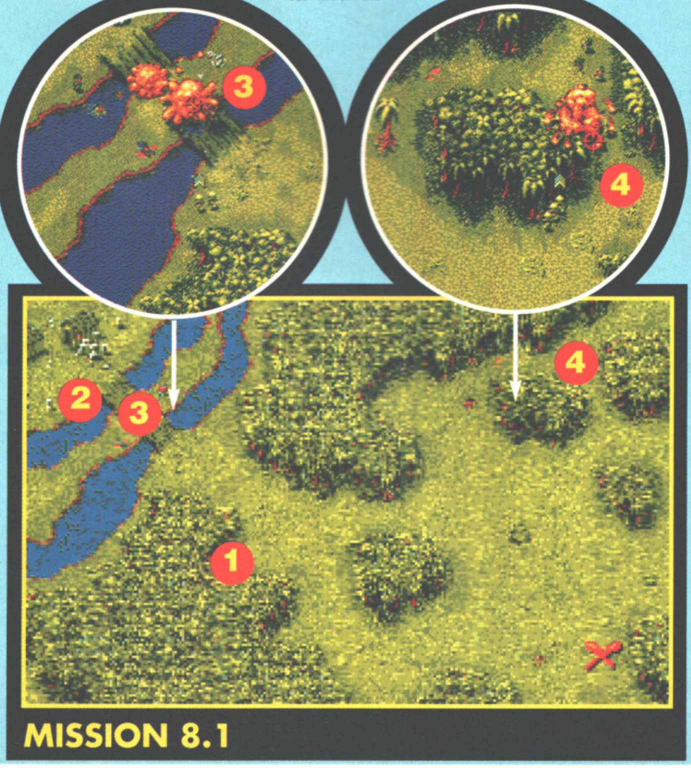
Give It Up: If you've lost too many of your guys, and really don't think you can finish the mission, then press ESC. Your remaining troops live to fight another day, and you restart the mission with a full team. They'd thank you for it if they could.

MISSIONS 1-7

You can't manage these on your own? Well stay in the playground where you belong, and leave the heavy stuff to the big boys. These missions let you pick up the skills necessary for survival, and nothing more. Things start to warm up from here on in...



MISSION 8.2



MISSION 8.1

MISSION 8

Phase 1

Enemy troops pour out of the huts really quickly, so you've got to take them out ASAP. Switch to rockets immediately and head for the two huts. Hide round the corner (1) and shoot the first few soldiers, then rush in and take out the rocket launcher (2). Shooting at the mine between the bridges blows them up, usually taking a few guys with them (3), but beware, the wrecked bridge is booby trapped with spikes. Rocket the two huts and then take out the guys at the top right (4). Stay a distance away and use grenades, as the approaches to their section are also booby trapped.

Phase 2

Shoot the first rocket launcher (1) then hide behind the ruined huts. Split the team up and send one guy to grenade (2) and then rocket (3) the launchers across the water. Once these are dead, send two or three guys over to the far side of the water (4).

Walk the remaining soldier up to the palm tree and barrel (5), where two rocket launchers will self destruct. By moving fast you can shoot the remaining two launchers on the island (6). Pull him back and leave him to defend himself.

With the other three, charge the next bunker, shooting the launcher, then go round the front and grenade the next launcher (7). Head round the back to the next bunker and take out the final launcher(8). Make sure everyone nearby is gunned down before crossing the water, and then shoot everyone again before getting in the turret (9).

Fire at as many bunkers as you can, and at any long range troops. It's easy to blow yourself up if you aim too

FODDER

ew
he

and

nd
s to
ed.

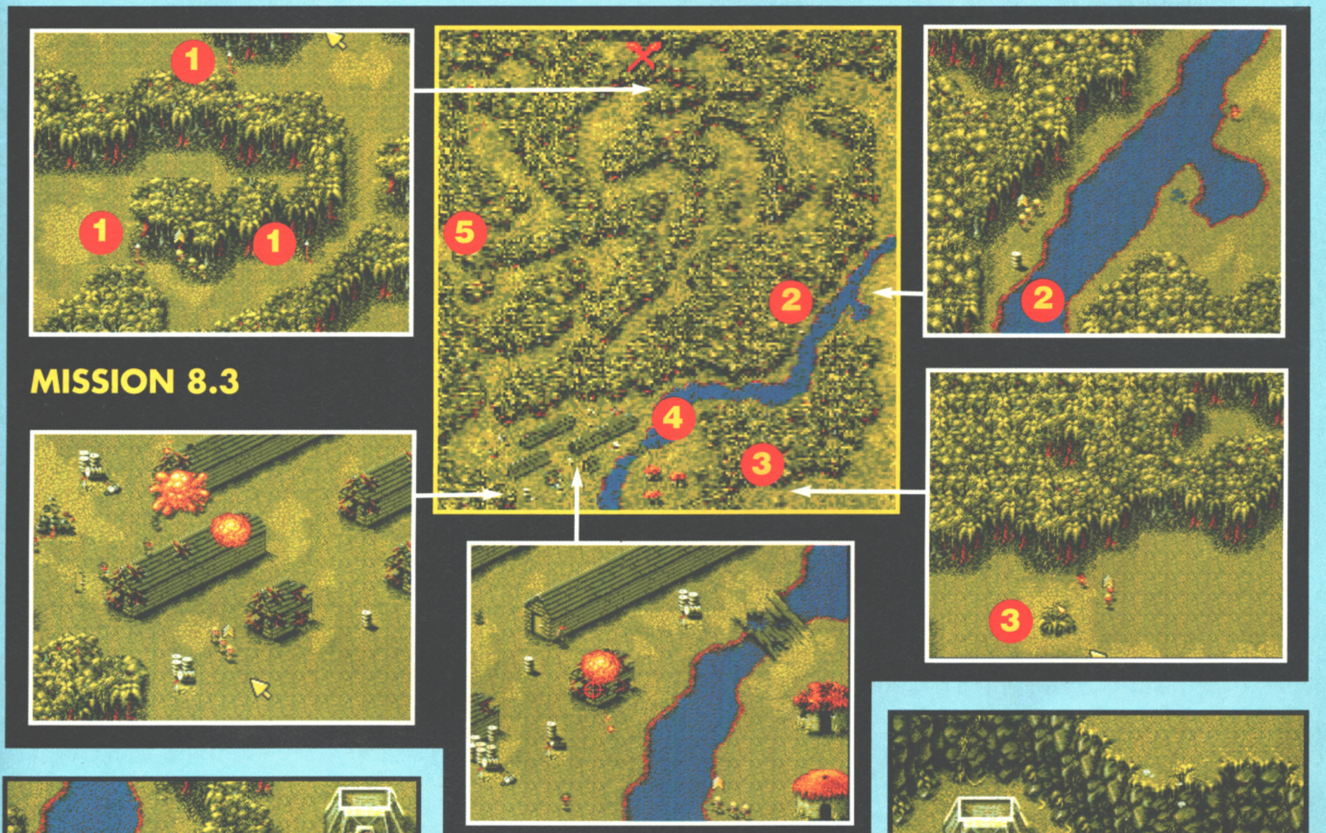
ne
er

d

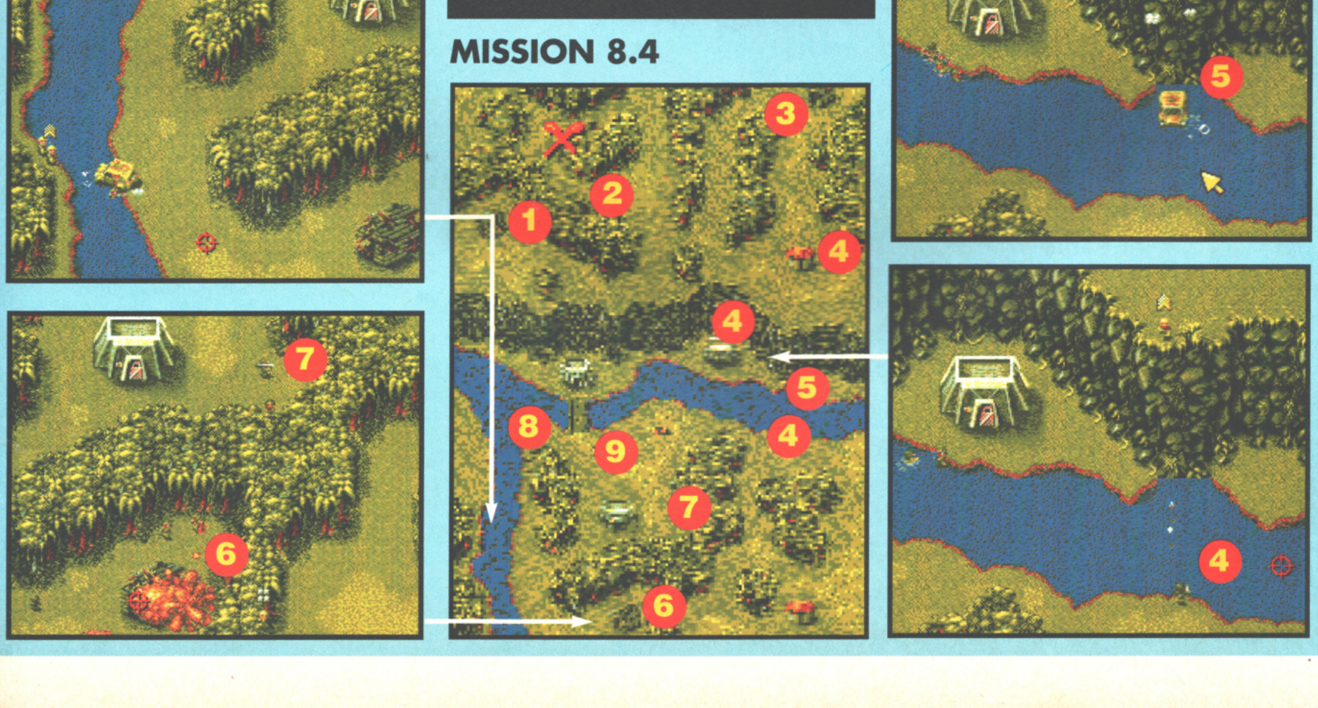
n

the
ure

ong
o



MISSION 8.3


3
2
1
4
4
5
4
8
9
7
6
7
6
5
4

MISSION 8.4

close to yourself, so to be extra safe, jump out and shoot anyone who makes it to the island.

Phase 3

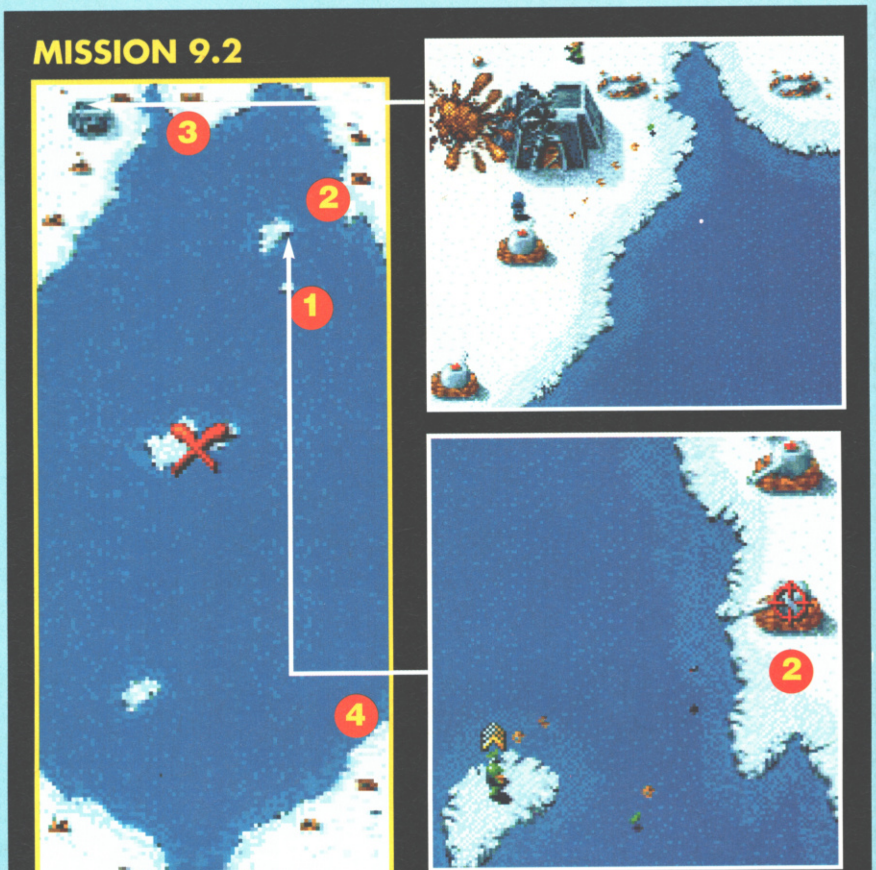
It's a long, drawn out approach to a pretty intense battle, but watch out for the booby traps along the way (1). Assuming you get all four guys to the oil drum(2), split them into two groups, leaving one lot with all the grenades and rockets. Take the other two to pick up the 50 heat seeking rockets that are hidden behind a bush(3).

Head them back to the drum, but don't regroup. I tend to send one man forwards to take out the rocket launchers (4) and then take him to the native hut side of the river to missile the small hut and cause as much damage to the doors of the huts as he can. Okay, he's going to get killed, but if he manages to take out three huts, then it's worth it.

Send in the remaining grenade guy to do the same thing, and when it's all softened up, bring up the heat seekers. Their main advantage is being able to fire long distances over huts, so blast the huts, but leave a few enemy troops alive, head past the base, avoid the spike and wander along the back path. At the end is a tree(5), which has a four star general power up behind it. Not bad!

Phase 4

Shoot the soldier coming out of the tunnel, then grenade the hut over the trees (1) and blow up the jeep (2). Go and retrieve your jeep (3) before bombing the hut, and then send one guy down to shoot the three launchers (4), taking out the furthest away one with a rocket. If you put all four guys in the jeep, only two or three ever make it out of it, so leave one on the cliff top to provide covering fire, and then jump the jeep into the water (5). Make sure that everyone in the jeep forms only one unit, so they'll all get out at the same time when the jeep sinks. Head straight for the far side and grenade both the hut (6) and the rocket launcher over the trees (7). Run straight past the gun turret, and KEEP MOVING until you reach the far side (8), and then shoot the remaining rocket launcher. Cross over and head down the bank until you can grenade the jeep, and then head over to man the turret (9) and blow up the bunkers, using the same tactics as in phase one. Simple eh? No, I didn't think so either.

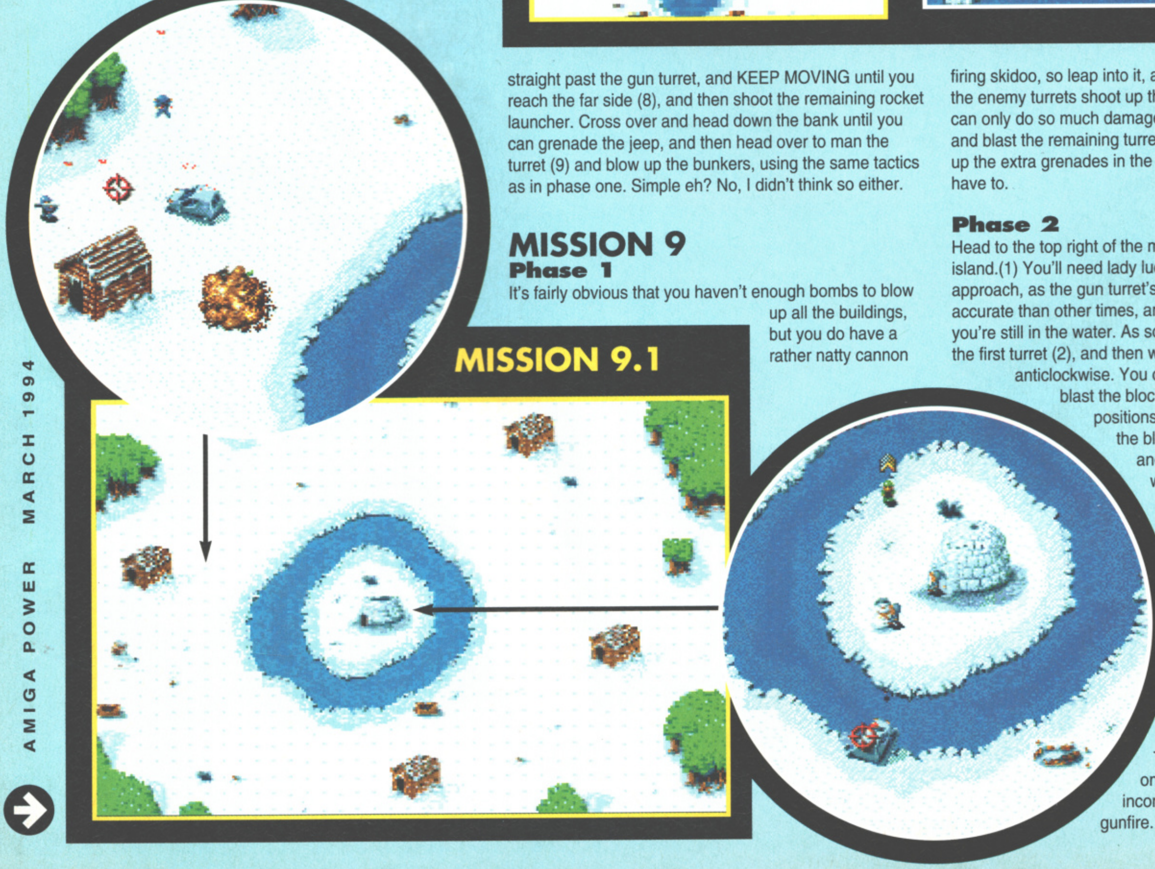

MISSION 9.2

MISSION 9
Phase 1

It's fairly obvious that you haven't enough bombs to blow up all the buildings, but you do have a rather natty cannon firing skidoo, so leap into it, and position yourself so that the enemy turrets shoot up the huts rather than you. You can only do so much damage like this, so park up, get out and blast the remaining turrets and enemy skidoo, picking up the extra grenades in the centre only if you absolutely have to.

Phase 2

Head to the top right of the map, aiming for the little island.(1) You'll need lady luck on your side during the approach, as the gun turret's sometimes a lot more accurate than other times, and could well blast you while you're still in the water. As soon as you touch land, rocket the first turret (2), and then work round the turrets anticlockwise. You can either use the turret (3) to blast the blockhouse and enemy gun positions, but I prefer hiding behind the blockhouse until it gets shot up, and then taking out the turrets with grenades. Either way, you'll have cleared the top half, and finishing the level's a simple matter of swimming to the bottom right (4), taking out the remaining turrets with grenades and generally killing anyone that's left.


MISSION 9.1

MISSION 10
Phase 1

The enemy are pretty sharp on this level, so watch out for incoming grenades and rapid gunfire. You've got enough ammo to

complete th
fooled into
near the firs
Simpl
the compou
road. Keep
the huts, bu
rocket launc
large hanga
The helicop
drops off sc
place, but y
whenever it
simple arca
shouldn't gi
at all.

Phase

This is anot
it's a bit mo
at the begin
pretty tough
side – it doe
the huts.
Tread
bridge as it'
spikes, and
corner of th
turret. Blast
open the fe
through into
even though
good chanc
end of the fe
and blast th
destroy and

Okay, up to
beginning, a
show no me
● 'COMMA

MIS

complete this one, so don't be fooled into going for the rockets near the first hut (1).

Simply head clockwise round the compound, sticking to the road. Keep moving and blast all the huts, but look out for the rocket launcher on the roof of the large hangar at the bottom (2). The helicopter's not armed, but drops off soldiers all over the place, but you can easily rocket it whenever it lands. This one's a simple arcade blaster and shouldn't give you any problems at all.

Phase 2

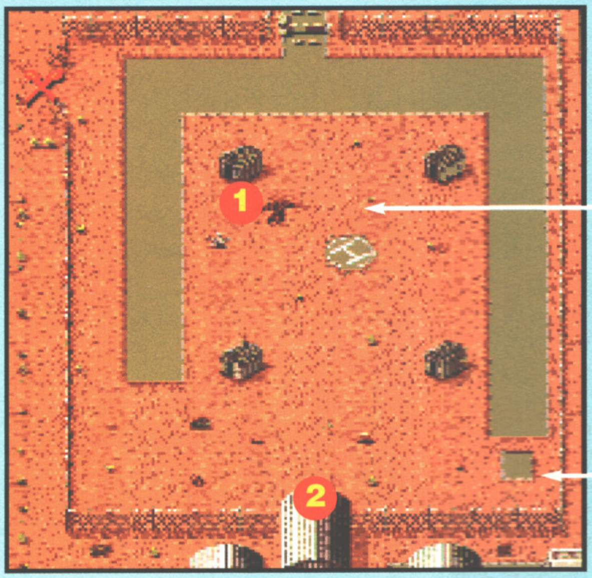
This is another blaster, although it's a bit more intense. The turret at the beginning makes things pretty tough, but look on the bright side – it does help you to blow up the huts.

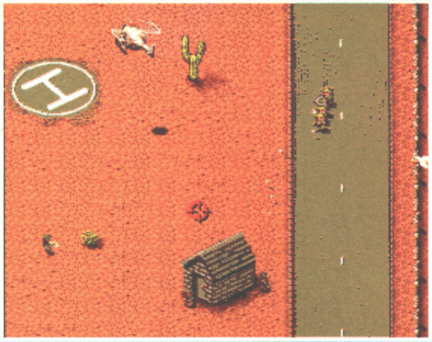
Tread carefully across the bridge as it's booby trapped with spikes, and then pop round the corner of the hut and take out the turret. Blasting the next one rips open the fence, letting you through into the next compound. Be very careful at the next bit, because even though the rocket launcher's on the far side of the fence, there's a good chance that the exploding fence will take you out. Head up to the end of the fence and then bomb the turret, then collect the extra rockets and blast the next turret. That just leaves a hut in the compound to destroy and you've finished the phase.

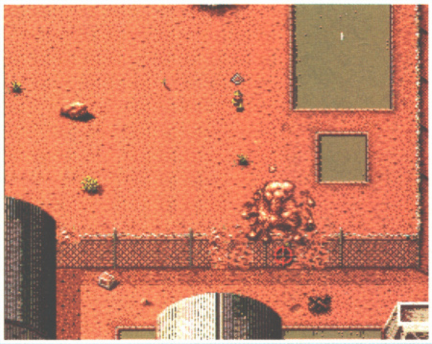
Okay, up to mission 12 next month I think, but like I said at the beginning, any more tips would be appreciated. So until next moth, show no mercy and disregard human life, people. Have fun.

● ***'COMMANDER' CAM.WINSTANLEY***

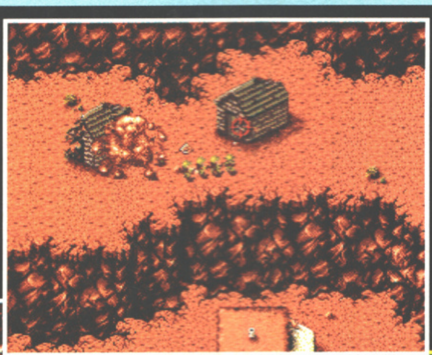
MISSION 10.1

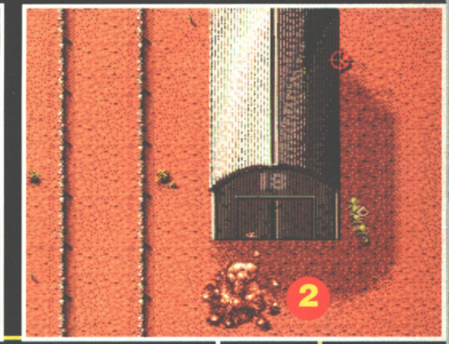


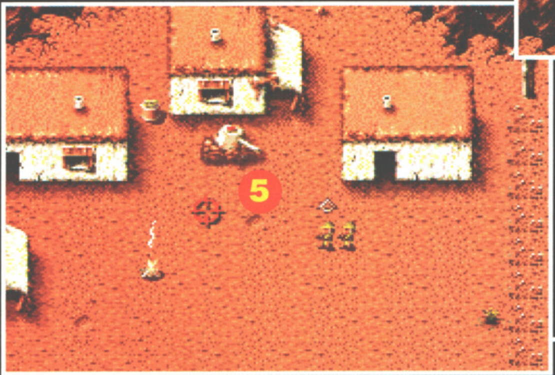


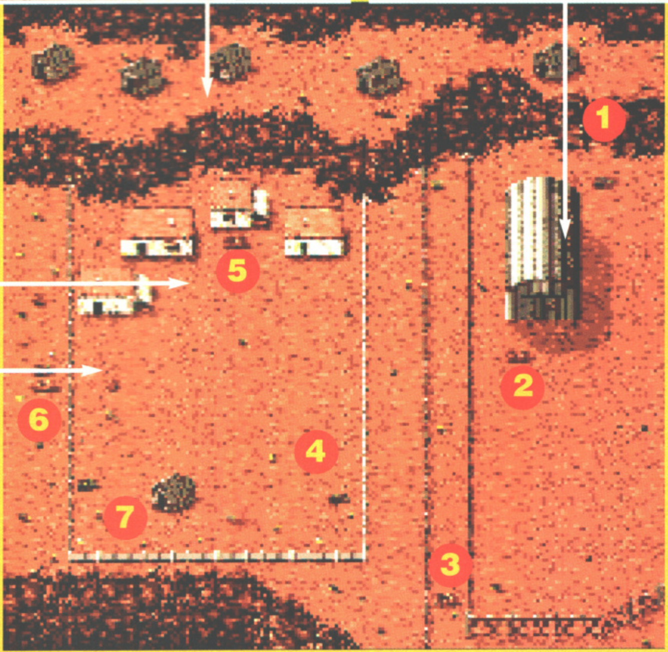


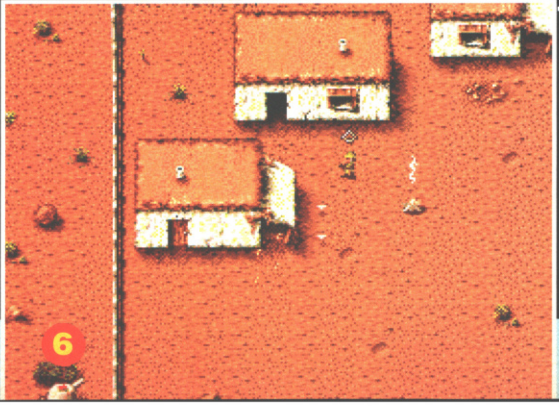
MISSION 10.2







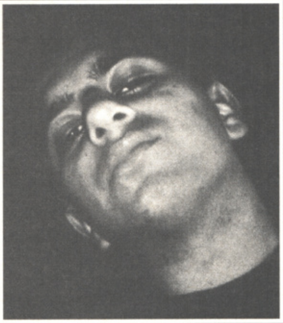




TROUBLED?

Then you need...

THE LAST RESORT



with Rich Pelley

Would you buy a used car from this man? Would you let him babysit your children? Well, nor would we, but for Amiga games, Rich Pelley's your bloke.

Stumped? Flummoxed? Stuck In A Rut? Trounced? Frustrated? Perplexed? Befuddled? Stymied? Mystified? Useless? Pathetic? Ignoramus? Bone Idle? Dim Witted? Abysmal? Slackbrained? A Bit Crap? Dismal? Loser? Unhappy? Witless? Tragic? Bamboozled? Up The Creek? Troubled? If any of these terms apply to you, then you really do need... *(Medical attention? – Ed)* The Last Resort.

UGH!

Q "Haven't got any codes for UGH!, have you?"
Jeremy Haddingam, Coventry

A Indeed I have.

One-player, 'easy':
Level 10 – **PROFRJGUMBY**
Level 20 – **SPANISHINQUISITION**
Level 30 – **THECATSATONTHEMAT**
Level 40 – **WALLYWIGGIN**
Level 50 – **STILLNOTGOODENOUGH**
Level 60 – **CHANNELJUMP**
Level 69 – **ALBATROSS**

Two-player 'easy':
Level 10 – **MYDOGHASNONOSE**

LOOSE ENDS

Problems, problems. You think you've got problems? So have these readers. And I can't help them.

Q "CANNON FODDER, mission 19, the first and only phase. I can't destroy the buildings, ground guns or even get to the chopper on the building centre. Not even repeatedly hitting my mouse does any good."
Tom Wood (age 15), Lancs

Q "Please could you help with the secondary mission on HIRED GUNS. I can get as far as entering the portal with the inscription:

NEW
WNE
NWE
SN

outside, and I have tried following these directions forwards, backwards, top-to-bottom and inside out. I can find the key, but just can't exit the level."
Mr A Hinchliffe, Bridlington

Q "I've ground to rather an embarrassing halt in a rather old game called BATTLETECH. I have fought the last training battle (and won) and have scoured the entire planet looking for the Starport, but I just can't find it. Ou est?"
Habeeb Mustala, Plumstead

"PS Oh, and did you know that in HIRED GUNS, if you type in AMIGA your characters will be invincible?"

Q "I am rather baffled on planet two of CAPTIVE, Troddo. I've been wandering around it for ages looking for an entrance but to no avail. I have finished the first planet Butre, killed the professor, collected the space probe and blown up the generator room. Is there something else I should have taken/brought on Butre to help me at Troddo? I've tried looking in Mindscape's hint book, but to tell the truth I didn't find it at all helpful."
Robert Lilly, Balham

Q "In INDIANA JONES AND THE LAST CRUSADE: THE GRAPHIC ADVENTURE the bit which has got me foxed is when there are six skulls to play in the catacombs and you refer to Abbess Hildegard's obscure musical notes in the computerised Grail Diary. I just cannot for the life of me work out the correct combination. It's driving me loopy."
Gerard Lee, Dumbreck

Q "Having spoken to Father Fabiani about everything in CRUISE FOR A CORPSE, gone round to the ship talking to everyone again and searching through all the rooms, no matter how long I take to do all this, he's always still there when I get back! What is it that I haven't done?"
Tricia Tranter, Bolton

Q "The useful advice given in earlier issues of AP has got me to the Dragon's Lair in DRAGON QUEST. The problem is that I cannot find the dragon nip which you are supposed to use to kill the dragon. Where do I find it? I thought I had located and searched every room on my travels. Is it something to do with the items I am carrying? I was not able to open the door with the code wheel message on it. I am not sure whether this has any significance."
Robert Lilly, Balham

Q "In LEMMINGS 2 I've been stuck on level 1 of Sports for months. I only have one bomber and three flame throwers so how do I do it?"
Tricia Tranter, Bolton

Q "In SEYMOUR GOES TO HOLLYWOOD, I cannot find a use for the bouncy ball, the dollar piece, the magic potion, the mallet, the pair of rubber gloves and the sharp dagger. Can you?"
D Jefferies, Andover

Level 20 – **JIMMYGREAVES**
Level 30 – **THELARCH**
Level 40 – **RUMPLETWEEZER**
Level 50 – **ITSAMANSLIFE**
Level 60 – **MIMMO**
Level 69 – **MRBELFIT**.

RAINBOW ISLANDS

Q "Sad I know, but I can't get past the end-of-level baddy on island 4, and I can't get hold of issues 1 or 2 to check out your complete guide for any help either."
Nick Williams, Barking

A Issue 2 tells you to "simply move across the bottom of the screen firing repeatedly and avoiding the clowns as they bounce," but that's not actually how I did it. If you're good at the level, then try to have gained fast and at least double (but preferably triple) rainbow powers before you meet the Big Clown Boss. If you stand still in either bottom corner then you are actually safe (because he is too big to bounce into you), but you'll need to jump to fire at any small clowns that may be coming your way, and at the Big Clown himself as he passes.

FLOOD

Q "Codes?"
Richard Bullows, Leicester

A Yep.

Level 1 – **Frog**
Level 2 – **Year**
Level 3 – **Quif**
Level 4 – **Long**
Level 5 – **Word**
Level 6 – **Fred**
Level 7 – **Wine**
Level 8 – **Grip**
Level 9 – **Trap**
Level 10 – **Thud**
Level 11 – **Frak**
Level 12 – **Vine**
Level 13 – **Jump**
Level 14 – **Nill**
Level 15 – **Four**
Level 16 – **Grip**
Level 17 – **Zing**
Level 18 – **Jing**
Level 19 – **Lido**
Level 20 – **Pool**
Level 21 – **Hate**
Level 22 – **Reed**
Level 23 – **Lime**
Level 24 – **Quid**
Level 25 – **Wing**
Level 26 – **Flee**
Level 27 – **Giga**
Level 28 – **Head**
Level 29 – **Loop**
Level 30 – **Sing**
Level 31 – **Joux**
Level 32 – **Pink**
Level 33 – **Gogo**
Level 34 – **Lets**
Level 35 – **Quad**
Level 36 – **Bril**
Level 37 – **Eggs**
Level 38 – **Hens**
Level 39 – **Nail**
Level 40 – **Soap**
Level 41 – **Foam**
Level 42 – **Meek**.

CANNON FODDER

Q "I can't get very far in this at all. I know this sounds a bit rubbish, but are there any cheats or level codes?"
James Burniston, Nottingham

A First stop for you, young man, should be our epic no-punches-pulled *Cannon Fodder* tips. Where are they? We've just had four pages of them, you dummy.

Alternatively, just go to the Save screen and type in **JOOLSRIP** as your saving filename. A message will then flash up – 'Cheat mode activated' – and you'll find that your lead trooper has become a sharp-shooting 4-star general. Thanks to quite literally dozens of readers for drawing our attention to that one.

CASES CLOSED

Check this out! We've certainly managed to shut up an impressive number of readers this issue.

F/A INTERCEPTOR

Q Matt Bainton of Bristol had apparently been trying to destroy the carrier sub for five years.

A "Er, you're not supposed to! You only have to destroy each aircraft that takes off from it (five in all, if memory serves). And don't forget that if you are too close to the sea they'll never take off, so give them some room. Moreover, if you take too long about it, the sub will launch a cruise missile straight up your bum."
Kostos Giannakos, Athens

SYNDICATE

Q Darren Crawford of Bromley was at risk of going completely insane in Columbia.

A "Use two cyborgs, each armed with a flamer, a medikit and an awful lot of patience! (Scanners and miniguns are optional.) Mop up any nearby enemies, hijack a car and drive it outside the complex to exchange it for an ambulance. Motor back to the city, sending one cyborg to collect the parked car, and (by placing the car in front of the ambulance and using the group icon) drive both vehicles back to where the doctor is waiting.

Get the ambulance driver to drop a medikit on the pavement and walk up to the doc, then get back into the car and drive off ahead. The doctor will hopefully walk up to the ambulance, wait a second, get in and pull away. He is going to the big building at the far south point (to the left of the play area) so you can either head straight there, or abandon the car at the gates and take the rest by foot (this is what I recommend). Follow him into the building and – hey presto! Mission complete!"
Matthew Fox, Middlesex

A "And by the way, don't bother with all that 'two medikits and energy shields' rubbish you printed in issue 30 when tackling the Atlantic Accelerator mission – there's a far easier way. Send in four cyborgs with V3 body armour each with four lasers and four gauss guns. Group the agents together at the back of their starting point and send out a single cyborg, laser drawn, to take out the first couple of waves, letting a few rockets into buildings now and then to take out entire attack squads. The enemy will come to you, so keep scanning to keep an eye on the situation, and if ammo runs out, you can simply exchange for another cyborg. Eventually when all the enemy have been roasted and toasted, head for the buildings at the top right of the complex and look for a lone man running in circles inside a building. Go inside, blow him away and ta-daa! Mission complete!"
Matthew Fox, Ruler of the World

SHADOWORLDS

Q Chris Aldersey of York had found a display screen reading:

Light Sensor
Activates Door

and just didn't know what he was supposed to do with it.

A "Walk up to the door and switch the lights on. Click the mouse on your head and move the light so that its beam is directed to the upper corner behind you. Shine it onto the red switch that you see and the door will then open."
Matt Collier, Liverpool

LEGEND OF KYRANDIA

Q Re: issue 32, Oliver Heppelk of Granthraxx, trouble with locating Topaz.

A "The Topaz is the yellow gemstone. Mix it with the yellow flower (a tulip, I think) to make the yellow potion, and mix this in turn with the red potion in the Crystals of Alchemy to make the orange potion."
Mark Godwin, Ulverston

Q Re: issue 32, John Richardson of Hampshire, problems with the Golden Dish.

A "You must place the sunstone, the garnet, the sapphire and a ruby into the Golden Dish. (I think this is the correct combination. If not, try varying the gem colours – it may be random.) When correct, the dish changes into a golden flute – use this later on in the game."
Mark Godwin, Ulverston

FASCINATION

Q Neil Grendan of Hastings couldn't have been more stuck if he was placed in a strait-jacket and left to stand in a bucket of concrete.

A "In the lobby, take the key ring, give it to the receptionist and collect the locker key. Talk to Rob and Priscie, who will give you a lamp. Have a coffee and keep the sugar for later. Give Priscie the hat from the drinkers' bar, under which is a switch which will reveal the pendant hidden in the pool.

Now go to the Quantum lab. Your room will get ransacked, but vital clues are left behind."
L Thimbleby, Torpoint

LEMMINGS 2

Q It appears we may have been having our legs pulled by Gary Jenkins of Sidmouth when he said he couldn't do Beach level 8. I went on holiday to Sidmouth once, by the way. I was five, and I got badly stung by a wasp on the beach who'd flown into my Cornetto.

A "1. Why are you stuck on this? 2. Here's the solution. When the lemming reaches the little grass platform thingies, make him a hopper. That's it. Good grief, I've got things to do, y'know. Now gimme the answer to this and there'll be no hard feelings. I'm stuck on a Circus Land level, the one with just one screen, the two cannons and the trampet."
Joseph Robertson, Roberton

DESERT STRIKE

Q Stephen Gillard of Lincolnshire sent in a query ("I can protect all the oil fields except the last"), obviously having previously heard that this was the place to write to with just such a problem.

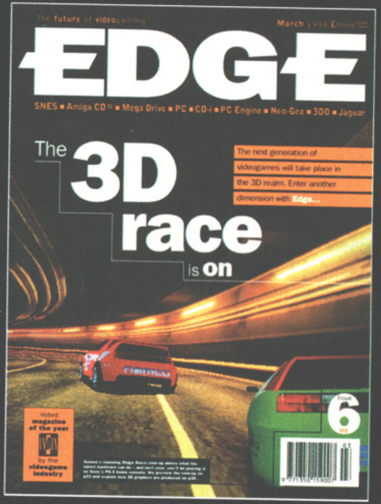
A "To protect the final oil field you must fly upwards along the sand dunes by the beach until you come to a concrete bunker (like the secret agent's housing on level one). Wait a few seconds and if they haven't already, six or so soldiers will run out of the bunker and start waving their arms at you like demented palm trees. You must pick these guys up – suitably quickly if you possess the power winch, situated near one of the oil fields – and then fly back to the oil fields and search around a bit until you find a cross such as the ones on the landing zones. Land here and the men will run out and protect the final oil field leaving your hands free to tackle the next mission."
David Burgen, Derby

You should be well aware of what The Last Resort's about by now – answering (and asking) game questions – so please send all and sundry to: The Last Resort, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. You can even mark your envelope 'Question' or 'Answer', too.

EDGE

This **magazine**
has been **voted**
Magazine of the year
by people working
in the games **industry**

Don’t you want
to know **why**?



The future of videogaming
March 1994 £three

EDGE

SNES ■ Amiga CD32 ■ Mega Drive ■ PC ■ CD-i ■ PC Engine ■ Neo-Geo ■ 3DO ■ Jaguar

The 3D race is on

The next generation of videogames will take place in the 3D realm. Enter another dimension with **Edge...**

Voted magazine of the year by the videogame industry

Issue 6 six

Voted
magazine
of the year

by the
videogame
industry

Issue **six** onsale at
selected newsagents now

EDGE

the

The Secret Garden is where all your dreams come true. Enter through the mysterious doorway and gasp at the wondrous visions displayed before your eyes.

SOFTWARE

For sale: *Monkey Island 2, KGB, Curse of Enchantia, Legend of Kyrandia* £12 each or swap for other adventures.
Lee Stonehewer
0706 842515

For sale: *Syndicate* £20, *Lemmings* £5, *Captain Dynamo* £5, *Street Fighter 2* £16, *Bart Simpson (Space Mutants), F-19* £8, *Zool* £15. All originals – and all for £60 (save £10)
Joe Harkney
0272-446646

For sale: Original *F15 Strike Eagle 2, MacDonald Land, Back to the Future 2* and *Days of Thunder*, or will swap.
Alan Fleetham
0900 815208

For sale: *Streetfighter 2, Premier Manager, Graham Taylor.* All boxed £12 each.
Stuart Winter
0732-832756

For sale: *Prince of Persia, Robocop 3, Super Space Invaders, Premiere, Chuck Rock, Lotus 2, Populous 2* and Chart Attack compilation. Between £10-15.
David Norton
0440-708312

For sale: Too many games to list, includes; *War in the Gulf, Populous 2, Leander, Assassin, Elite.* All boxed with instructions. As new.
Rod Grant
031-663 6377

For sale: *Superfrog, Dynablaster, Robocop 3,* – only £10 each. Excellent condition. Also *Nightbreed* (no box) – £2.
Mark Turner
0703-767556

For sale: Amiga games – *Body Blows, Sim City, Populous* £10 each. Megadrive – *Super Kick Off, Megalomania,* £20 each. *Bart vs the Space Mutants, Powermonger* £15 each.
Stewart Johnstone
0461-205849

➔

For sale: Jaguar XJ220 £10 *Transarctica* £10, *Premiere* £10, *Rainbow Islands* £4.
Michael Seal
0250-874633

For sale: *Zool* £12, *WWF* 2, *Shadowlands* £15, *Dynablaster* £17 or swap one of the above for *Ishar A1200.*
Paul Syme
0842-764495

For sale: *Mega-lo-mania, Putty, Monkey Island, Worlds of Legend, Crazy Cars 3, Blues Brothers, Titus the Fox, Sensi-Soccer, Pinball Fantasies,* Jaguar XJ220, *Toki, Lotus 1.* Any offers.
John Christopher
0702-76264

For sale: *Shadow of the Beast,* sell for £5 or swap for *Pinball Magic* or *Bubble Bobble.* Phone after 4 p.m. please.
Paul Brassey
0704-231810

For sale: *Flashback, Project-X, Desert Strike, Zool, Body Blows, Superfrog, Lionheart, Putty, Rainbow Islands,* £10 each or £70 the lot.
Sean Watson
0232-620001

For sale: *Sensible Soccer* £11, *Body Blows* £12, *PGA Tour Golf* £7, *Final Whistle Kick Off 2* data disk £3, *Flood* £5. All boxed with instructions. Phone at weekend or after 4 p.m.
Toby Verrall
0483-765646

For sale: *F1 Grand Prix* £12, *Mega-Lo-Mania/First Samurai* £10, *Kick Off 2* £5, *Populous 2* (£12), *Z-Out* (£5), *Hunter* (£9), *Powermonger* (£9), *Sensible Soccer* (£8). All boxed originals.
Stephen Wheatcroft
0773-830467

For sale: *Syndicate, Monkey Island 2* – £15 each. *Powermonger* – £10. *Alien Breed 92, M1 Tank Platoon, Heroquest, Indy 3* – graphic £5 each – £50 the lot.
Paul Suart
0533-386822

For sale: *Epic, Putty, John Madden, Sim City, Five Nations Rugby* – £8 each or £35 the lot.
Chris Keithley
0475-658735

For sale: *Powermonger, Epic, Monkey Island 2, F29 Retaliator, Borodino* and *Mega-Lo-Mania.* Will listen to any reasonable offer.
Nigel Pope
0637-878046

For sale: *Datastorm, Kid Gloves, Asterix, Kings Quest 3, Pipemania, Rick Dangerous, Simpsons, Zork 3, E-Motion, RVF Honda, Dungeon Quest, Double Dragon 2&3, Trivial Pursuit, Captain Planet, Microprose Soccer, James Bond, Terminator 2, Onslaught.* All originals £5 each.
Dumbi Obiorah
081-318 3309

For sale: Amiga Power issues 1-31, £2.75 each. Amiga Format issues 1-36 £2.00 each. Includes all disks and postage.
Ian Waller
0207-506124

HARDWARE

For sale: Gameboy, *Mario 1&2* for £14. Amiga 500 plus, *Pinball Dreams* and *Lemmings.* Joystick, mouse, PSU £99. Phone after 6 P.M.
D. Freedman
081-952 2067

For sale: A500, 1 meg, joysticks, mouse and loads of games all boxed. Everything in good condition. £250.
Nick Emmett
0532-582141

For sale: A600 with colour monitor, two joysticks and 24 games. £300 o.n.o.
Steve Alexander
081-941 8397

For sale: Sega Game Gear, five excellent games, universal adaptor, Logic 3 carry case. All boxed & in mint condition. £135 o.n.o. Phone after 4 p.m. weekdays.
Howard Watson
081-300 9288

For sale: Amiga 500+, two joysticks, magazines, £250 of software. Boxed. Excellent condition. £250.
Alastair MacDonald
0530-223456

For sale: 1 meg Amiga 500. Lots of games and accessories. £270. Phone between 5 p.m. and 10 p.m.
Gregor Paterson
0560-600304

For sale: 1meg A500. Two "Bug" joysticks, mouse. Over £1000 worth of games. Excellent condition £320 o.n.o.
Blair Templeton
0560-320470

For sale: A1200 plus two joysticks, mouse etc. Four months old inc. nine original top games eg. *Syndicate, Flashback, Zool, Gunship 2000* etc. etc. £395 o.n.o.
Chris Pierrot
0233-660633

For sale: Amiga 500, 1meg, two joysticks plus accessories, as new. Over £250 of software included in price – £275 o.n.o.
John Austen
0734-403038

For sale: Amiga 500+ with mouse, dust cover, two joysticks & seven boxed with instructions games. Everything in mint condition for only £250.
Krupal Sheth
061-224 5922

For sale: A1200, 60MB hard drive, 2nd disk drive, games magazines etc. £350 o.n.o.
Nathan Rawlinson
0242-241769

For sale: Game Gear and *Sonic.*
Jason Lyle
0648-28195

For sale: A500+, joystick, software includes *Assassin, DPIII, Lemmings* etc. V.G.C. £260 o.n.o.
Andrew Kitchen
0482-633282

For sale: 1meg A500 with joystick, mouse, magazines and 20+ games. £165 o.n.o.
Oliver Hudson
0394-411275

For sal
pack plu
WP. On
Philip A
0473-21

For sal
games,
conditio
Martin (
0424-73

For sal
mains a
Hedgeh
G.P. £9
Adam H
0268-71

Wanted:
Money I
Faldo's
originals.
Enda R
0502-34

Wanted:
Cavitas,
Hudson
Comma
after 5 p.
Martin C
0786-81

Wanted:
Dogfight,
A500+.
Michael
0992-46

Wanted:
Will pay
condition
Steven S
0768-89

Wanted:
original w
instructio
James L
0726-851

Wanted:
American
reasonab

secret garden

For sale: Brand new A600 with WWW pack plus *Zool*, *KO2*, Amos and Interword WP. Only £155.
Philip Andrews
0473-211376

For sale: 1/2 meg A500, one joystick five games, mouse and mat. Utilities. Excellent condition. £250.
Martin Geldout
0424-730 332

For sale: Sega Game Gear (boxed) with mains adaptor, four games; *Sonic the Hedgehog, Shinobi, G-Loc, Super Monaco G.P.* £95.
Adam Henry
0268-710627

WANTED

Wanted: *Desert Strike, Another World, Money Island 1&2, Beast 3, Zool, Nick Faldo's Golf, Darkseed.* All boxed originals. Will pay £12 for each.
Enda Rorton
0502-34052

Wanted: I will pay £5 each for *Voyager, Cavitas, Anarchy, Rainbow Islands, Hudson Hawk, Smash TV, Gem-X, Carrier Command.* Boxed originals only. Phone after 5 p.m.
Martin Crossan
0786-817762

Wanted: I'm willing to pay £15 for *Dogfight*, boxed with instructions for the A500+.
Michael Plowman
0992-460266

Wanted: *Bombjack* or *Mighty Bombjack*. Will pay up to £10 for an original (any condition).
Steven Sharkey
0768-899773

Wanted: *Warlords*. Will pay £10 for an original with instruction or £7.50 without instructions.
James Lesworth
0726-851505

Wanted: *Gettysburg* by SSI. An old American Civil wargame. Will pay reasonable price.
Martin Pace
081-220 4350

Wanted: Understanding Imagine 2.0 book. Will pay good price.
Andrew Fisher
0362-850706

Wanted: *Gods* – will pay top price for it or will send *Populous* in return.
Nick Alldred
0527-570493

Wanted: Any Wargame from C.C.S. *Arnhem, Vulcan* & *Frontline.*
Paul Elwell
021-471 1943

Wanted: *Dynablaster, Turrican 2, The Settlers, Cannon Fodder.* Must be boxed with instructions.
Jason Lyle
0648-28195

Wanted: *Historyline*, will pay £15 for original boxed with instructions. £10 for original only.
James Lesworth
0726-851505

SWAPS

Swap: My *Smash TV, Ghouls'n'Ghosts* or *Sensi Soccer* for *Star Wars, First Samurai* or *Striker.*
Malcolm Simpson
0292-283930

Swap: *Body Blows* or *Lemmings 2* for *Flashback* or *Desert Strike.*
Neil Clark
0851-870 460

Swap: *Midwinter, Xenon, Powermonger, Virus, Carrier Command, Damocles, Balance of Power, Road Wars, F29 Retaliator, Chess, Battle Command.* For: *PGA Tour Golf+, Pinball Dreams, Walker, Speedball 2, Assassin, Alien Breed 92, Archer Maclean's Pool.* Phone after 6 p.m.
Phil Elam
0203 442429

Swap: *Graeme Souness, Chase HQ, Panza, Beverly Hills Cop, World Cricket, Man UTD* for *Graham Gooch Cricket, Wings, Reach for the Skies, Indy 500.* Originals only.
Michael Stokes
0685-874285

Swap: *Monkey Island 2* for *Indy Jones* graphic adventure. *Maniac Mansion* plus *Fireforce* both for *Syndicate* or *Dogfight* or *Lure of the Temptress.*
Anthony Caria
081-570 2852

Swap: *Paperboy 2* for *Pinball Fantasies* or *B.C. Kid.*
Wayne Howard
0268-680154

Swap: *Monkey Island 2* or *F1 Grand Prix* or *G.Taylor's S.C.* or *Sleepwalker* for *Historyline, Archer Maclean's Pool, Syndicate, Championship Manager 93* or *Flashback* or *Chaos Engine.*
Mr. S. Paul
0322-381209

PEN-PALS

Andrew Porkin
14 Coquetsdale Close
Pegswood
Morpeth
Northumberland NE61 6YG
I'm a 15 year old A600 owner, looking for penpals. I enjoy playing games and swapping ones I don't like. 100% reply.

Robert Dunn
10 Willow Close
Reed
Near Royston
Hertfordshire SG8 8BA
Three dashing young male managers are looking for three female *Championship Manager* addicts for penpalling and for pure unadulterated fun.

Jess Williamson
352 Wood Vale
Forest Hill
London SE23 3DY
Looking for female penpal. I am 16 years old and like sports games etc. If you live near the South East of London, please get in touch.

Robert
16 Madison Avenue
Cathcart
Glasgow
Scotland G44 5AQ
Female/male P.P. wanted. Age 16/17. Interests include football, computers and art. 100% reply.

Antonio Manuel Freixoicamos
R. Professor Lima Basto
71 – R/C Dto.
1000 Lisboa
Portugal
Hi! I'm 28 years old and I have lots of Portugese friends who have Amiga computers. Write to swap tips etc.

That's all this month. Keep sending in your requests for friends and games and please be patient (and gentle) with us.

The Secret Garden is yours to use for free – but it is not for use by profit-making organisations or public domain libraries, so you're wasting your time writing to us – understand?. Send your completed coupons to: The Secret Garden, AMIGA POWER, 30 Monmouth St, Bath, Avon BA1 2BW.

THE SECRET GARDEN

Name ______________________________

Address ______________________________

____

Postcode ______________

Telephone Number ______________________________

☐ Software ☐ Hardware ☐ Wanted ☐ Swaps ☐ Pen-pals

____

____

____

____

AMIGA FORMAT SPECIAL

A1200 SECRETS REVEALED

INSIDE INFO ON CD32

START GUIDES TO GMES'DTP' CD' WORK-BENCH' MUSIC AND MUCH MORE!

BEGINNER'S GUIDE

ON SALE NOW! £3.95

Overdrive
AMIGA
TEAM 17
AMIGA FORMAT Pocket Workbench & AmigaDOS Reference
bench 3.0
AMIGA

Dept
Telepho
elsew

3D Con Kit
A - Train ....
A320 Airbu
A320 Airb
Abandoned
Addiction ...
Air Bucks 1.
Air Bucks 1.
Akira ....
Akira..........
Alfred Chick
Alfred Chick
Alien 3........
Alien Breed
Alien Breed
Alien Breed
Ambermoon
American Gl
Apocalypse.
Arabian Kni
Arabian Kni
Archer Macl
Assassin Ren
ATAC ....
Award Winn
B17 Flying F
Bart vs the V
Batman Retu
Battle Isle '9
Battletoads..
Beastlord ....
Beavers ....
Beneath a St
Benefactor ...
Blade of Des
Blastar.........
Blob............
Board Gen
Bob's Bad D
Body Blows (
Body Blows (
Body Blows (
Breach 3 .....
Brian the Lior
Brutal Sports
Bubba 'n' Sti
Bubble & Squ
Burnin Rubbe
Caesar/Coho
Caesar Delux
Campaign 2
Cannon Fodd
Captive 2 - Li
Captive 2 - Li
Cartoon Colle
Castles 2 ......
Castles 2 ......
Castle Conqu
Championshi
Championshi
Chaos Engine
Chaos Engine
Chaos Engine
Civilisation.

Qt

100
100
140
200

VI

E&OE

Premier Mail Order

Please send cheque/PO (made out to Premier Mail Order) /Access/Visa no. & expiry date to:

Dept AP35, 9-10 The Capricorn Centre, Cranes Farm Road, Basildon, Essex SS14 3JJ Tel: 0268-271172 *Fax: 0268-271173*

Telephone orders: Mon-Fri 9am-7pm and Sat & Sun 10am-4pm. We are open 364 days a year. P&P and VAT is included for all UK orders. Please add £2 P&P for Europe, elsewhere please add £3.50 per item for Airmail. Next day service available UK only at £4.00 per item. Some titles may not be released at the time of going to press.

3D Con Kit 2		34.99
A - Train		12.99
A320 Airbus (Europe)		22.99
A320 Airbus (USA)		**22.99**
Abandoned Places 2		22.99
Addiction		19.99
Air Bucks 1.2		19.99
Air Bucks 1.2	A1200	22.99
Akira		18.99
Akira	CD32	19.99
Alfred Chicken		17.99
Alfred Chicken	A1200/CD32	17.99
Alien 3		19.99
Alien Breed 2 (All versions)		19.99
Alien Breed Special Edition		10.99
Alien Breed Special Edition	CD32	12.99
Ambermoon		19.99
American Gladiators		16.99
Apocalypse		17.99
Arabian Knights	A1200	19.99
Arabian Knights	CD32	12.99
Archer Macleans		(see Excellent Games)
Assassin Remix		9.99
ATAC		22.99
Award Winners 2		19.99
B17 Flying Fortress (1 Meg)		22.99
Bart vs the World		17.99
Batman Returns		16.99
Battle Isle '93		17.99
Battletoads		19.99
Beastlord		17.99
Beavers		17.99
Beneath a Steel Sky		20.99
Benefactor		19.99
Blade of Destiny		26.99
Blastar		17.99
Blob		17.99
Board Genius		**19.99**
Bob's Bad Day		17.99
Body Blows (1 Meg)		18.99
Body Blows Galactic		18.99
Body Blows Galactic	A1200	19.99
Breach 3		22.99
Brian the Lion		19.99
Brutal Sports Football		25.99
Bubba 'n' Stix		19.99
Bubble & Squeak	CD32	19.99
Burnin Rubber		16.99
Caesar/Cohort 2	CD32	22.99
Caesar Deluxe		19.99
Campaign 2		22.99
Cannon Fodder		20.99
Captive 2 - Liberation		20.99
Captive 2 - Liberation	CD32	20.99
Cartoon Collection		16.99
Castles 2		19.99
Castles 2	A1200	22.99
Castle Conquest		19.99
Championship Manager '93 (1 Meg)		16.99
Championship Manager '94 Season Disk		7.99
Chaos Engine		16.99
Chaos Engine	A1200	17.99
Chaos Engine	CD32	19.99
Civilisation	**A1200**	**25.99**
Civilisation (1 Meg)		22.99
Claws		17.99
Cohort 2		19.99
Combat Air Patrol		19.99
Combat Classics 1 - (Compilation)		19.99
Combat Classics 2 - (Compilation)		19.99
Contraptions		13.99
Cool Spot		20.99
Cosmic Spacehead		17.99
Covergirl		17.99
Craft		17.99
Cybercon III		10.99
Cyber Punk		17.99
Cyberspace		22.99
D Day		22.99
D-Generation	CD32	17.99
Dangerous Streets	A500 or A1200	17.99
Dark Sun: Shattered Lands		21.99
Darkmere		20.99
Deepcore		17.99
Deepcore	CD32	19.99
Deluxe Music Construction Set 2.0		59.99
Deluxe Paint 4 AGA		64.99
Dennis		17.99
Dennis	A1200	18.99
Desert Strike		19.99
Detroit		22.99
Diggers	A1200	19.99
Disposable Hero		17.99
Dizzy Collection		16.99
Dizzy's Excellent Adventure		16.99
Dogfight		**22.99**
Donk		16.99
Donk	CD32	19.99
Dracula		19.99
Dreamlands - (Compilation)		**19.99**
Dream Web		22.99
Dune 2		20.99
Dynablaster		19.99
Elfmania		17.99
Elite 2 (Frontier)		**22.99**
Entity		19.99
European Champions		17.99
European Championship Football	C	19.99
Excellent Games		**22.99**
Exile	CD32	19.99
Eye of the Beholder 1		12.99
Eye of the Beholder 2 (1 Meg)		21.99
F1		17.99
F117A Nighthawk Stealthfighter		**22.99**
F15 Strike Eagle 2		13.99
F16 Combat Pilot		8.99
F17 Challenge		10.99
F17 Challenge	CD32	12.99
F19 Stealth Fighter		11.99
F29		10.99
FA Premier League		17.99
Falcon 3		24.99
Fantastic Dizzy		17.99
Fantastic Worlds - (Compilation)		22.99
Fat Man		17.99
Ferrari Grand Prix		17.99
Fields Of Glory		22.99
First Samurai + Mega-Lo-Mania		19.99
Flashback		20.99
Flight Sim 2 Great Britain Scenery		26.99
Flight Sim 2 Japan Scenery		13.99
Flight Sim 2 Hawaiian Scenery		13.99
Flight Sim 2 Western European Tour		13.99
Flight Simulator 2		**24.99**
Flight of the Intruder		10.99
Formula 1 Champions		19.99
Formula One Grand Prix		22.99
G2		17.99
Genesis	CD32	19.99
Global Domination		26.99
Globdule		19.99
Goal		**13.99**
Goblins 3		22.99
Graham Gooch 2nd Innings		11.99
Graham Gooch World Class Cricket		**19.99**
Graham Taylors Soccer Challenge		8.99
Grand Prix Circuit		19.99
Grand Slam Collection		13.99
Grusome		16.99
Gulp	CD32	19.99
Gunship 2000 (1 Meg)		22.99
Harpoon + Battleset 2		22.99
Harpoon Battleset 3 or 4		9.99
Harpoon Scenario Editor		13.99
Harrier Jump Jet		22.99
Heroquest 2		18.99
Hill Street Blues		8.99
Hired Guns		22.99
History Line 1914-18 (1 Meg)		22.99
IK+		6.99
Indiana Jones Fate of Atlantis Adv		24.99
Inferno	CD32	19.99
Innocent		22.99
International Open Golf	CD32	19.99
International Open Golf Championship		17.99
Ishar 2		19.99
Ishar 2	A1200	19.99
Jack the Ripper		27.99
James Pond 2		(see Excellent Games)
James Pond 2 - Robocod	CD32	20.99
James Pond 3		19.99
James Pond 3	A1200/CD32	19.99
Jet Strike		17.99
John Barnes' European Football	CD32	12.99
John Madden American Football		16.99
Jurassic Park		17.99
Jurassic Park	A1200	18.99
Jurassic Park	CD32	19.99
K240		17.99
K240 (Non AGA)	CD32	17.99
King's Quest VI		26.99
Kingmaker		22.99
Kit Viscious		17.99
Knights of the Sky		10.99
Krusty's Super Fun House		17.99
Laser Squad		8.99
Legacy of Sorasil		17.99
Legend of Sorasil (Non AGA)	CD32	17.99
Legends of Valour		24.99
Lemmings 2 The Tribes		**17.99**
Lemmings Double Pack		19.99
Links - the Challenge Of Golf		**12.99**
Litil Divil	CD32	19.99
Living Pinball		19.99
Lords of Power		**22.99**
Lotus Esprit Turbo Challenge		8.99
Lotus Trilogy		19.99
Lotus Turbo Trilogy	CD32	22.99
Magic Boy		17.99
Magician's Castle		19.99
Manchester United Europe		8.99
Manchester United Prem League Champs		19.99
Mario Is Missing		19.99
Mavis Beacon 2		19.99
Mean Arenas		17.99
Messengers of Doom		19.99
Micro Machines		**17.99**
Microcosm	CD32	29.99
Monopoly		18.99
Morph		17.99
Morph	A1200/CD32	19.99
Mortal Kombat		**20.99**
Mr Nutz		17.99
Mr Nutz	A1200	18.99
Network Q RAC Rally		19.99
New Zealand Story		6.99
Nick Faldo's Golf (1 Meg)		22.99
Nicky 2		17.99
Nigel Mansell World Champ		19.99
Nigel Mansell World Champ	CD32	19.99
Nippon Safes		19.99
Oscar (All versions)		17.99
Overdrive		16.99
Overkill	A1200	17.99
PGA Tour Golf Tournament Disk		9.99
PGA Tour Golf+		19.99
Pang		6.99
Parasol Stars		8.99
Perfect General		(See Lords of Power)
Perihelion		19.99
Pinball Dreams + Fantasies		**22.99**
Pinball Fantasies	A1200	19.99
Pinball Fantasies	CD32	24.99
Pinball Magic		6.99
Populous & Promised Lands		10.99
Populous 2+		(see Excellent Games)
Powermonger & Data Disk		12.99
Prehistoric 2		16.99
Premier Manager 2		17.99
Prime Mover		17.99
Prince Of Persia		6.99
Pro Tennis Tour 2		16.99
Project X		10.99
Project X	CD32	12.99
Prophesy		19.99
Psycho Killer	CD32	22.99
Puggsy		19.99
Quest for Glory I		12.99
Qwak		9.99
Qwak	CD32	12.99
Ragnarok		22.99
Railroad Tycoon		(see Lords of Power)
Rainbow Islands		6.99
Reach for the Skies		19.99
Reach out for Gold	A500 or A1200	17.99
Red Baron		(see Lords of Power)
Renegade 2		16.99
Rise of the Robots	A500 or A1200	27.99
Robin Hood		10.99
Rookies		16.99
Rules of Engagement 2		22.99
Ryder Cup		17.99
Ryder Cup	**CD32**	**20.99**
S.U.B.		19.99
Scrabble		18.99
Second Samurai		19.99
Secret of Monkey Island		12.99
Secret of Monkey Island 2 (1 Meg)		24.99
Seek N Destroy		17.99
Sensible Soccer 92/93		16.99
Sensible Soccer	CD32	19.99
Settlers		**19.99**
Settlers	A1200	22.99
Shadow Lands		8.99
Shuttle		(see Excellent Games)
Silent Service 2		(see Lords of Power)
Sim City + Lemmings		**19.99**
Sim City Deluxe		**22.99**
Sim City+Populous		19.99
Sim Life	A1200	22.99
Simon The Sorceror		22.99
Simon The Sorceror	A1200	29.99
Slicks		12.99
Soccer Kid		17.99
Soccer Kid	A1200	19.99
Space Hulk		22.99
Space Legends Compilation		**19.99**
Sports Masters Compilation		19.99
Star Trek	A1200	22.99
Starlord		22.99
Starush		16.99
Streetfighter 2 (1 Meg)		12.99
Striker		8.99
Strip Poker 2 + Data Disk		6.99
S.U.B.		19.99
Super Fighters Compilation		17.99
Super Hero		19.99
Super League Manager		17.99
Super Methane Brothers		17.99
Super Methane Brothers	CD32	22.99
Superfrog		17.99
Surf Ninjas	CD32	19.99
Surf Ninjas	A500 or A1200	17.99
Syndicate		**22.99**
Syndicate Data Disk		13.99
T.F.X.	A1200/CD32	22.99
T2 (Coin Op)		19.99
TV Sports Duo	CD32	19.99
Tetris/7 Colours		16.99
The Greatest		**21.99**
The Lost Vikings		20.99
The Patrician		24.99
Theatre of Death		19.99
Tornado		**22.99**
Total Carnage		18.99
Total Carnage	CD32	19.99
Town with No Name	CD32	22.99
Trolls	A500 or A1200	9.99
Turning Points		22.99
Turrican 3		17.99
Turrican 3	A1200	17.99
Twi-Light 2000		20.99
Two Towers		19.99
U96		22.99
UFO		22.99
UMS Compilation		27.99
Universal Monsters		17.99
Uridium 2		17.99
Uridium 2	CD32	22.99
Utopia		8.99
Utopia 2	A500/CD32	19.99
Walker		19.99
Western Front		20.99
Whales Voyage		16.99
Whales Voyage	A1200/CD32	19.99
Wing Commander	**A1200**	**22.99**
Winter Challenge		22.99
Winter Olympics		22.99
Winter Supersports	A500 or A1200	19.99
Woody's World		17.99
Worlds of Legend		17.99
Xmas Lemmings		12.99
Yo Joe		17.99
Zool	**CD32**	**19.99**
Zool 2	A1200	17.99
Zool 2		17.99

3.5" BLANK DISKS

	TDK/VERBATIM (BOXED)		PRECISION (BOXED)		UNBRANDED (LOOSE)	
	LOW	HIGH	LOW	HIGH	LOW	HIGH
10	7.99	9.99	6.49	7.99	5.99	6.99
20	14.50	19.50	11.99	15.50	10.99	13.50
50	35.00	47.50	26.00	37.50	23.99	32.50
100	65.00	95.00	49.99	72.99	44.99	62.99
200	125.00	190.00	94.99	141.99	83.99	121.99
500	300.00	470.00	219.00	350.00	199.99	287.50
1000	580.00	930.00	419.99	680.00	369.99	550.00

3.5" Recycled - Loose

10 4.50	20 8.50	50 17.50	100 35.00

SPECIAL OFFERS

Arabian Knights		9.99
Blues Brother		8.99
Chuck Rock		10.99
Crazy Cars 3		12.99
Football Crazy Challenge		9.99
Godfather Adventure Arcade Game		8.99
Kick Off 2 ½ Meg		7.99
Kick Off 2 1Meg		9.99
Kick Off 2 Final Whistle		7.99
Kick Off 2 Giants of Europe		7.99
Kick Off 2 Return to Europe		7.99
Kick Off 2 Winning Tactics		5.99
Microprose Golf		14.99
Sabre Team		9.99
Seymour Goes to Hollywood		6.99
Shadow Worlds		9.99
Silkworm		5.99
Thunderstrike		5.99
Wing Commander (1 Meg)		9.99
Zool		13.99
Zool	A1200	12.99

EDUCATIONAL

ADI English	(All Ages)	17.99
ADI French	(All Ages)	17.99
ADI Maths	(All Ages)	17.99
Better Maths	(12-16)	13.99
Better Spelling	(8-14)	13.99
Cave Maze	(8-12)	9.99
Fraction Goblins	(8-13)	9.99
Fun School 2	(+8)	6.99
Fun School 2	(6-8)	6.99
Fun School 2	(U6)	6.99
Fun School 4	(5-7)	16.99
Fun School 4	(7-11)	16.99
Fun School 4	(U5)	16.99
Junior Typist	(5-10)	10.99
Magic Math	(4-8)	13.99
Maths Dragons	(6-13)	9.99
Maths Mania	(8-12)	13.99
Mickey's ABC'S	(2-5)	13.99
Mickey's 123's	(2-5)	13.99
Mickey's Jigsaw Puzzles	(5+)	13.99
Mickey's Memory Challenge	(5+)	13.99
Noddy's Playtime	(3+)	16.99
Noddy's Big Adventure	(3+)	16.99
Paint & Create	(5+)	17.99
Picture Fractions	(7-10)	9.99
Reasoning with Trolls	(5-12)	9.99
Tidy the House	(6-10)	9.99

JUNIOR ADVENTURE

Robin Hood	(8+)	13.99
The Three Bears	(5-10)	13.99
Wind in the Willows	(6+)	13.99
Wizard Of Oz		13.99
Scrooge (A Christmas Carol)	(8+)	13.99

JOYSTICKS/ACCESSORIES

1/2 Meg Upgrade	24.99
1/2 Meg Upgrade + Clock	26.99
Cheetah 125+	7.99
Competition Pro Extra	14.99
Quick Joy 2 Turbo	10.99
Quick Joy Jet Fighter	11.99
Quick Joy Top Star	17.99
Disk Box (40 capacity)	4.99
Disk Box (50 capacity)	5.99
Disk Box (80 capacity)	6.99
Disk Box (100 capacity)	7.99
Wico "Q" Stick	4.99
Suncom Tac 2	7.99
Suncom Slik Stick	4.99

EX SOFTWARE 3.5" DS/DD DISKS

50	14.99
100	28.99
200	56.99
250	69.99
500	134.99

ALL DISKS ARE FULLY GUARANTEED AND ARE COMPLETE WITH LABELS

3.5" SUPERIOR LOCKABLE DISK BOXES

Qty	100 Cap.	140Cap.	200 Cap. Drawer
1	4.49ea	6.49ea	11.95ea
2	4.39ea	6.39ea	11.75ea
4	4.19ea	6.19ea	11.50ea

3.5" PREMIUM DISKS WITH OUR BOXES

100 Cap box + 50 3.5" DS/DD	22.49
100 Cap box + 100 3.5" DS/DD	36.49
140 Cap box + 100 3.5" DS/DD	37.99
200 Cap Drawer + 100 3.5" DS/DD	42.99

SNAP COMPUTER SUPPLIES LTD

HOTLINE

0703 457111

RIBBONS-POST FREE

Full Mark Brand	2 off	4 off
	PRICE EACH	
Citizen 120D/124D Swift 24	2.75	2.55
Citizen Swift 24 Colour	11.95*	
Panasonic KXP 1080/1123/1124	3.25	3.05
Panasonic KXP 2123	4.95	4.75
Panasonic KXP 2123 4 Colour	10.95*	
Star LC10/LC20	2.60	2.40
Star LC10-4 Colour	5.90	5.70
Star LC24-10/24-200	2.95	2.75
Star LC24-10 Colour	9.95*	
Star LC200	3.00	2.80
Star LC200 Colour	9.95*	
Star LC24-200 Colour	9.95*	
HP Deskjet 500 Double Refill	9.95*	
Canon BJ10E Double Refill	9.95*	

Minimum order - 2 ribbons, except those marked with an asterisk*

ACCESSORIES-POST FREE

Mouse Mat	2.99
Mouse Holder	2.99
Roll 1000 3.5 Disk Labels	8.99
Amiga A500/A600/A1200 Cover	3.50
Philips monitor cover	3.99
Star/Citizen/Panasonic 80 col. Printer cover	3.99
Quickshot Apache 1	6.95
Quickshot Python 1M	8.95
Quickshot Maverick 1M	12.95

All products are subject to availability - Al prices include VAT. Please add £350 p+p for disks and boxes. Overnight £595 E&OE.

VISA

SNAP COMPUTER SUPPLIES LTD Fax: 0703 457222

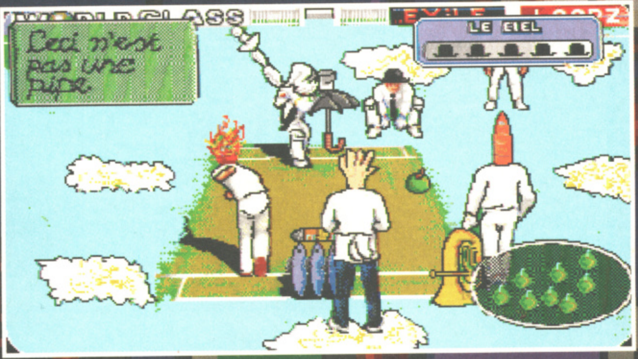
Unit 16, The Sidings, Hound Rd, Netley Abbey, Southampton S03 5QA

Access

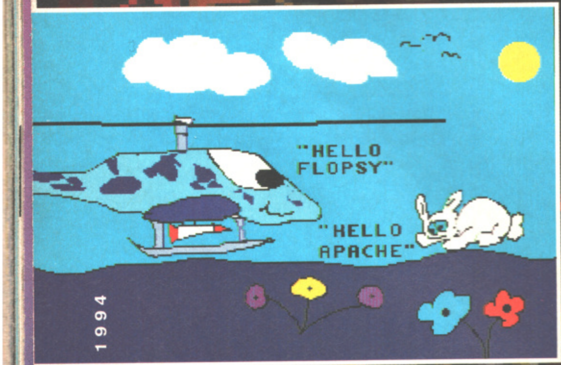
In the style of... GALLERY

Due to unrelenting public pressure and a personal plea from the Queen, once again, feast your eyes on AP's own special gallery.

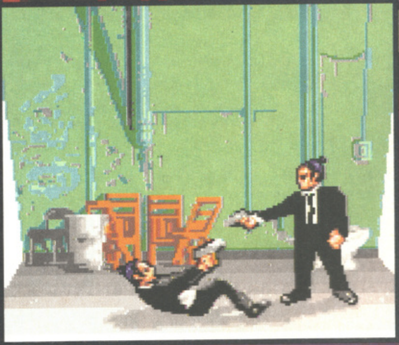
This month we see the return of the fantastic bombastic iconoclastic 'In the Style Of' gallery. Just like the last time, we feel obliged to point out that this isn't going to be a regular feature. But seeing as how we've had to install an outside platform pulley to enable us to lift the hundreds and hundreds of disks that we received since the last gallery (not to mention the need to fill some space fast), we thought it was about time you were rewarded and were allowed to see your own work in the hallowed pages of AMIGA POWER. Look around and make up your own mind, we reckon the standard of entries is getting better. Not just from an artistic point of view, but more importantly from the strength of the actual concepts involved. One of AP's ex-staffies, who now works on a vaguely Amiga related rag within the Future empire was almost overcome with emotion today when he took a look at the pictures already prepared for the gallery. "You're readers are just so right on" he sobbed. "Our readers ambitions extend to wanting to be Ryu from *Street Fighter* and that's it." – Poor Tim (name not changed to expose the guilty).
Oh yeah, and there's an AP T-shirt on the way to all those featured, natch.



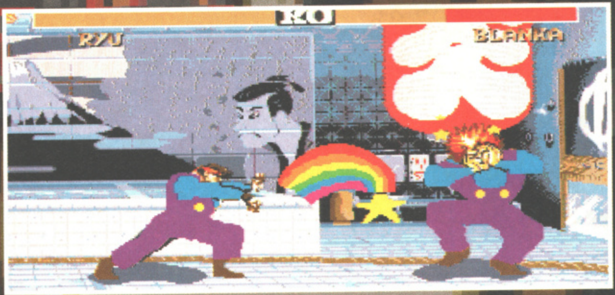
Rather than pick two game names randomly and then generate a picture to go along with them, Matthew Edwards of Guildford came up with this way out concept of *Graham Gooch's Cricket* in the style of Rene Magritte. So not mentioning any names like Ian Botham or actions like criminal convictions for illegal substances, we figured that this might just have been what the cricket field could have looked like on certain days for England's favourite cricketer.



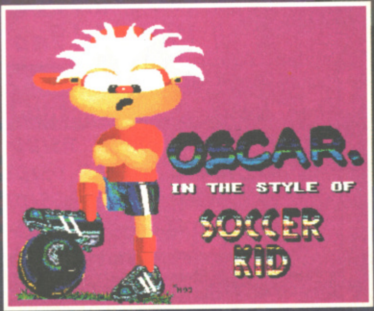
Proving yet again that you don't have to be the greatest artist in the world to be featured in AP's hallowed pages, check out this cute and chortle-inducing *Desert Strike* In the Style of Children's TV. Phil Sweeney from Skelmersdale in Lancashire sent this one in, among a few others, and it certainly raised an ungrudging cutesy laugh of sorts from everone here at AP.



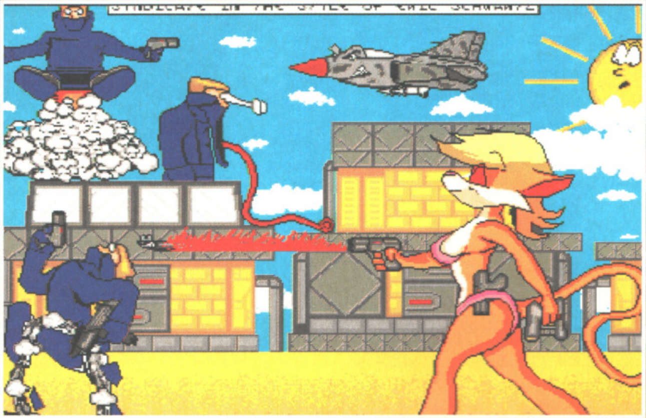
Obviously our photo shoot in issue 31, where we all dressed up and pretended to be the Reservoir Dogs was not only understood by a lot of you, you also managed to better our idea. This particularly dramatic scene from the film. Reservoir Dogs in the style of *First Samurai* is poignant and funny at the same time. Sadly we've lost the author's name, so if it's you – please let us know.



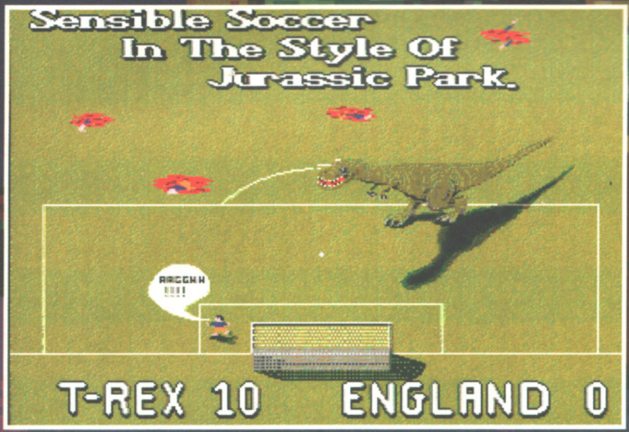
Rainbow Islands seems to pop up throughout the visible spectrum of 'in the style of concepts'. Here's a novel one disguising itself as *Street Fighter 2*. In this instance, we see the execution of a special rainbow move on an unsuspecting Blanka, proving that Ryu is big, hard, cute and clever. But who drew it? Tell us.



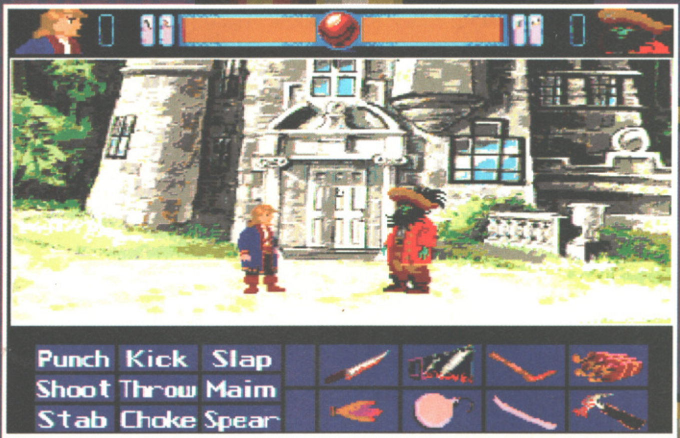
Mix a crap game with an excellent game and you get an okayish concept. Kevin Morrissey of Hants has chosen to show that if you're really pushed, you can just lop the head off of one game character and stick it on top of another and call it whatever you want. So take heart all you failed artists and deviants out there. If all else fails, you can rumble something up like this in oh, say five minutes max.



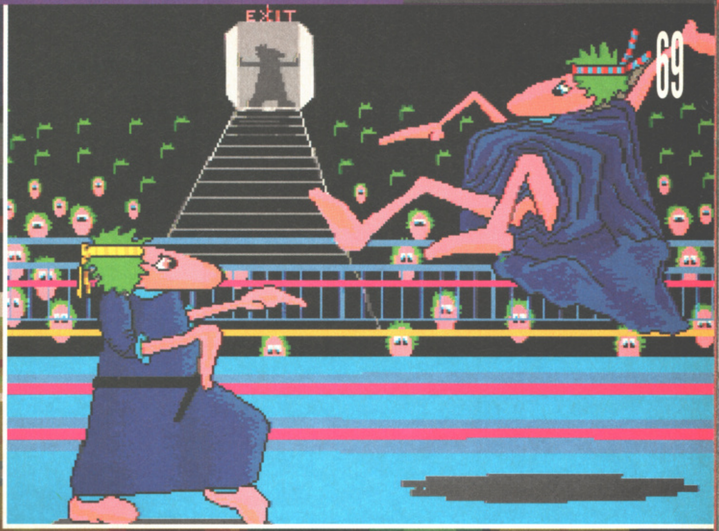
Eric Schwarz is a young man with a bright future in the computer animation world. *Syndicate* in the Style of Eric Schwarz pays tribute to him and also get a nice little joke in at the same time. We particularly like the way that Chris Norman from Essex has captured the flavour of Schwarz's humour while retaining an individual style of his own. Nice one Chris.



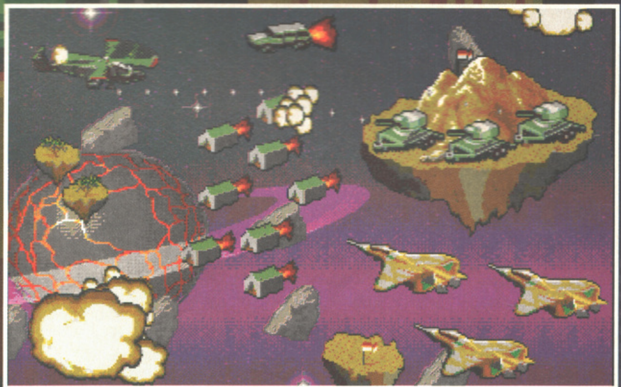
Like *Rainbow Islands, Sensible Soccer* is another popular choice for the growing number of concept artists out there. So if you're going to do a Sensi piece, it's got to be of higher quality than average. We liked this one, basically because it made everyone laugh. Thanks Karaoke Taylor of Blackpool. From what we've heard, your local football team's pitch looks like this every home game *(allegedly – Ed).*



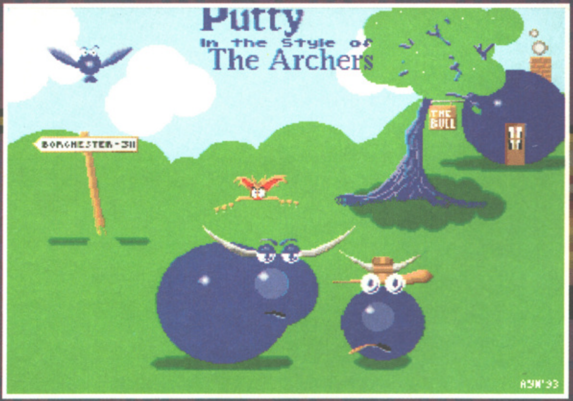
No prizes for guessing Mark Smith of Shropshire's favourite two games. *Monkey Island* in the style of *Body Blows.* Drums up all sorts of ideas on the combination. What would the new game be called? *Monkey Blows, Body Blows Island*? More to the point, despite the good idea, why isn't there a bit more life in the two characters squaring up to each other?



Presumably Lemmings wouldn't actually defend themselves from an attacker in a situation like this. A second appearance for *Body Blows.* This time there's a lot more action in it. And we like that. So thanks go to S. Davies from Liverpool, and next time, send in your address. Write it actually on the disk so that it doesn't get seperated in the general chaos of the AMIGA POWER office.



Desert Strike has proved to be a popular choice of subject. So unless it can make the grade of being as good if not better than this effort it will instantly be trashed and put into our special drawer full of lonely and blank looking disks. Again we don't know who did this so please write in and claim your prize.

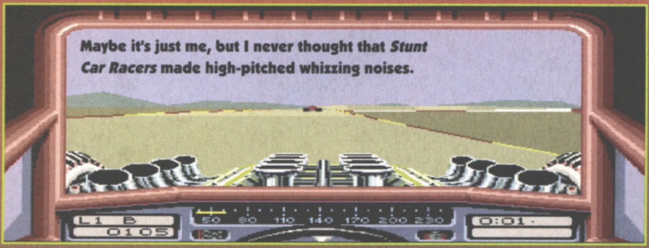


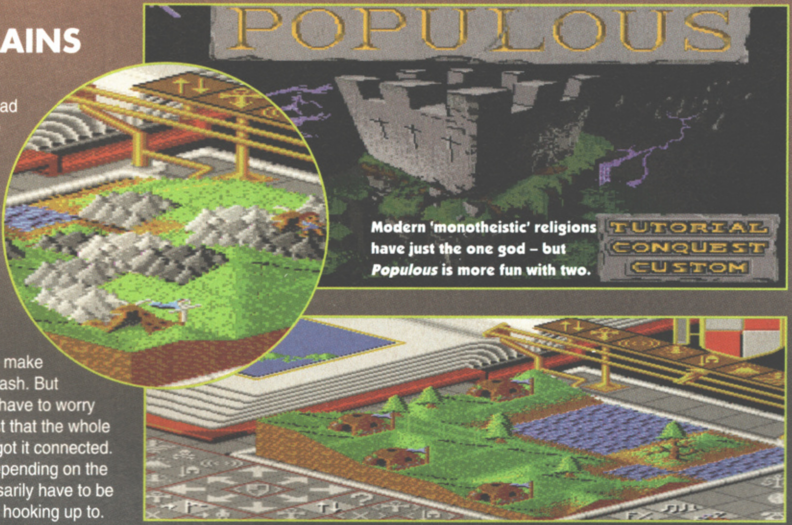
We can't imagine that's there too many readers out there who actually listen to the Archers (unless they're Radio Four bores that is). But we thought that due to the bare facedness of the concept, the expressions on the faces and the inclusion of some of those all important atmosphere enhancing props that this piece from Amit Nettler of Oxford was worth exhibiting. Now all we need is Emmerdale Farm in the style of *Jurassic Park.*

SERIAL

Do you see that bit at the back of your Amiga that's marked 'Serial Port?' Did you ever wonder what it was for? No, we didn't either and the way things were, we were never going to find out either. You see, AMIGA POWER's a games mag, and we pride ourselves on knowing absolutely nothing about the technical aspects of computing. We feel that it focuses our minds on the games if we regard the internal workings of computers with a certain amount of religious fear and awe, but when Steve McGill turned up, all that was to change.

You see, Steve's an Amiga owner's Amiga owner, using his machine for all those practical purposes that we tend to shy away from. As you'd expect, his talk of "serial port links" and "null modem leads" fell on deaf ears, until he did the obvious thing and showed us what you can do with a null modem link and a couple of computers. And what can you do? Why not tell the readers, Steve...


Maybe it's just me, but I never thought that *Stunt Car Racers* made high-pitched whizzing noises.



Modern 'monotheistic' religions have just the one god – but *Populous* is more fun with two.

STEVE EXPLAINS ALL

An RS-232 null modem lead consists of three separate wires enclosed in a piece of PVC, soldered onto the proper pins of a couple of female 25-pin 'D'-sockets. The data sent down the lead between the computers consists of information about the game position and so on, plus some synchronisation signals to make sure everything doesn't crash. But the point is that you don't have to worry about what's going on, just that the whole thing works when you've got it connected.

Bear in mind that, depending on the software, it doesn't necessarily have to be another Amiga that you're hooking up to. In fact, my first experience of linked games was with my trusty old Atari 1040ST and an A500. I used to play *Stunt Car Racer* and *Falcon* against my girlfriend to see whose turn it was to make the tea and stuff like that.

Are null modem leads easy to get hold of? Not quite. We found it almost impossible to track one down in Bath that was capable of doing the job, and on one of my regular weekend jaunts to Tottenham Court Road in the Big Smoke, it was the same story. In fact, the only direct hit materialised with the Silica shop, but they wanted £12.95 for a cable that was only 1.5 metres in length, which really is feeble. I once sold 25 metres of cable to someone who wanted to play *Populous* against his next door neighbour, but an ideal length's about 4 metres, and it's easy to make your own.

For once, we'll tell you – anyone out there who wants to know about it should drop a line to "Steve! I really need to know more about this super exciting serial link stuff, so let me know immediately." We really need to gauge how much interest there is out there. If you're not interested, we'll sulk for a bit, say a lot of spiteful things about you behind your back and then, finally, we'll take the hint.

TECHNICAL INTERLUDE OVER

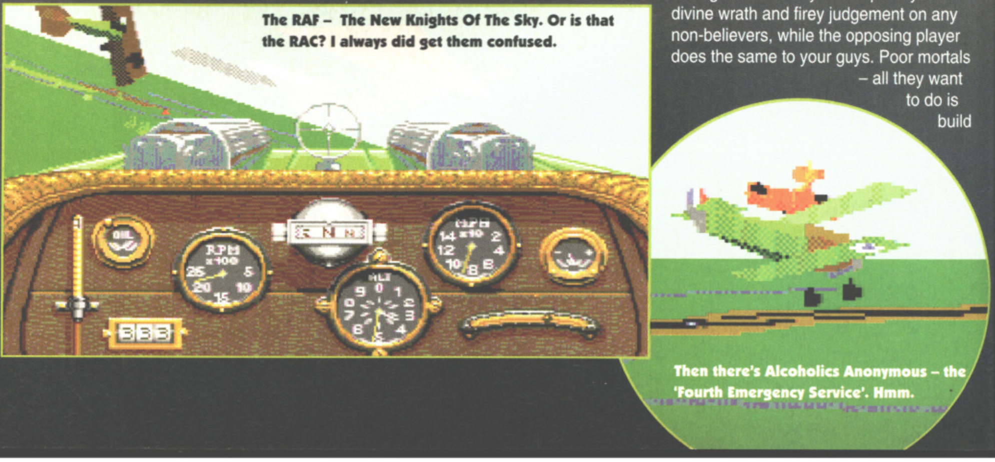
Get all that? Okay, grab a friend, fork out a measly pittance on a cable, dust off some of your old games, and get down to some serious head-to-head action. Here's the run-down of the good ones, in exactly the same order as we thought of them, complete with details of how infinitely better they are as linked games.

STUNT CAR RACER
Kixx

Classic racing game from Sir Geoff Crammond that, despite its simple graphics and age, is still one of the finest Amiga games around. The concept's simple – drive as fast as you can along scarily narrow rollercoaster tracks, bump the other racer off as often as possible and try to avoid wrecking your car on those nightmare leap into space.
Serial killer: Defines the term 'competitive.' Why didn't Sir Geoff offer us this in *F1GP?* **8/10**

POPULOUS 1 & 2
Electronic Arts

Be a god for the day and impose your divine wrath and firey judgement on any non-believers, while the opposing player does the same to your guys. Poor mortals – all they want to do is build


The RAF – The New Knights Of The Sky. Or is that the RAC? I always did get them confused.

Then there's Alcoholics Anonymous – the 'Fourth Emergency Service'. Hmm.

houses, r
end up g
Serial k
worryingl
it's your f
bumping
your god-
that one-

KNI
OF T
Micro
World Wa
on your s

BULLFROG – WE SALUTE YOU

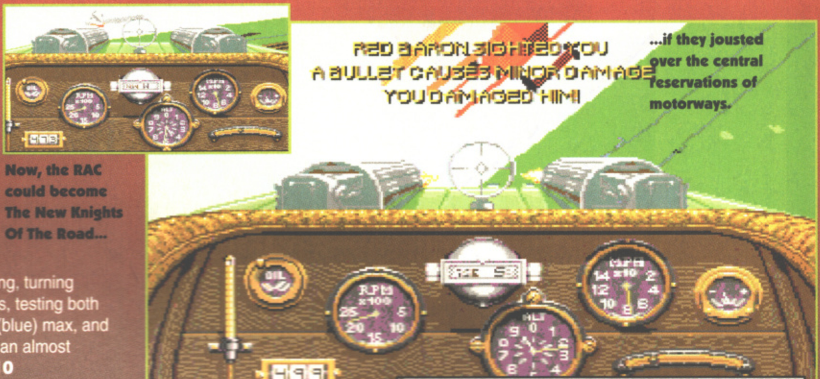
KILLERS

houses, raise crops and breed, and they end up getting drowned or chopped up.
Serial killer: There's something worryingly gratifying about knowing that it's your friend's followers that you're bumping off, instead of the computer's, but your god-like status distances you from that one-on-one feeling. **7/10**

KNIGHTS OF THE SKY

Microprose

World War 1 dogfighter that relies entirely on your seat-of-the-pants flying skills and machine guns. The engine splutters if you try and climb too quickly, you stall at the simplest manoeuvre and your gun jams all the time – in a word, it's brilliant. The slow, unwieldy planes do nothing but add to the appeal of possibly the finest combat flight sim of all time.
Serial killer: The twisting, turning dogfights can last for ages, testing both players' pilot skills to the (blue) max, and on two A1200s, it runs at an almost unbelievable speed. **10/10**

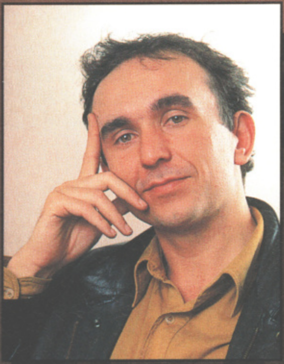


RED BARON SIGHTED YOU
A BULLET CAUSES MINOR DAMAGE
YOU DAMAGED HIM!

Now, the RAC could become The New Knights Of The Road...

...if they jousted over the central reservations of motorways.

BULLFROG – WE SALUTE YOU



Peter's picked a perfect pitch of, well, excellent two-player games. (Sorry.)

There's no doubt that Bullfrog deserve to be lofted shoulder high and given a rousing three cheers for their monumental contribution to serial linked games. Games such as *Populous 1* and *2, Powermonger* the forthcoming *Theme Park* are all based around the idea of clouting your mates, and to date, the only Bullfrog Amiga game that isn't playable over a serial link is *Syndicate,* but that's so damn cool we can sort of forgive them. I chatted to to the head of Bullfrog, Peter Molyneux, about why he thought they were the undisputed kings of the links. The conversation went like this:

Why do you make your games linkable?

Peter: The first reason's practical, as we test games by playing them against each other, so the programming for two-player games is one of the first things to go into any project. By battling against each other, we can gauge how tough and smart to make the artificial intelligence for the computer player, which we then implement later on in production.

The other reason's a simple marketing one – playing against someone else is always more enjoyable than going up against a computer, and it makes sense that if we're using multi-player links in our development stage, we should also make them commercially available.

What's next from Bullfrog?

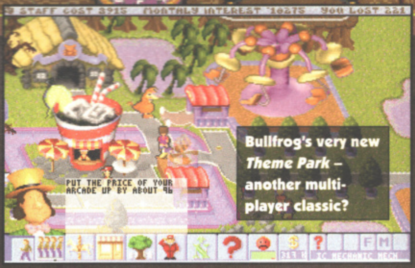
Peter: Sticking with the god-game idea, but trying something new with it, we're releasing *Theme Park.* Like the others, it can be played single player, but it'll come into its own in the serial-linked mode. You're given a plot of land and have to construct rides so exciting that you'll break your competition. Two players can either work together on the same development, or build rival theme parks on the same plot. It'll be great!

Which way do you see yourself going in the future?

Peter: We believe that multi-player games are the future of video gaming, and are firmly committed to being a part of this market. Even as I speak, we're developing an eight-player version of *Populous* for the USA, which will be playable across fibre-optic links. This set-up's based on a housing estate in Japan, in a place called Itsibachi, or something. *Populous* is released in Japan by a sprawling corporation called Masawa, who, among other things, also build houses. They decided to link up about 5,000 houses in this estate, and include a free computer with every house. And guess what? You get *Populous* for free, meaning that you can play against any one of your 4,999 neighbours.

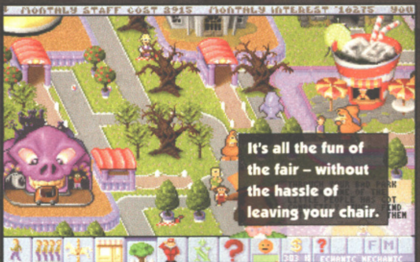
Um, okay. Thanks Peter.

Peter: No problem whatsoever. Bye.



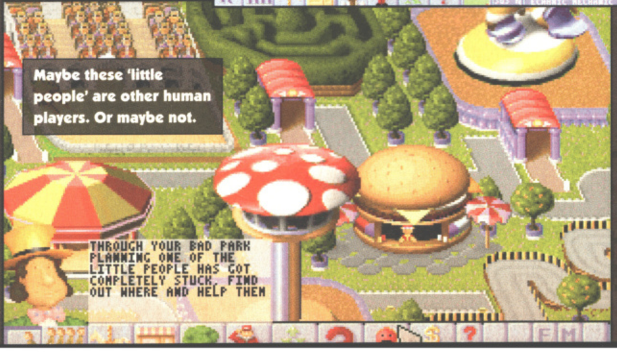
PUT THE PRICE OF YOUR
ARCADE UP BY ABOUT 96

Bullfrog's very new *Theme Park* – another multi-player classic?



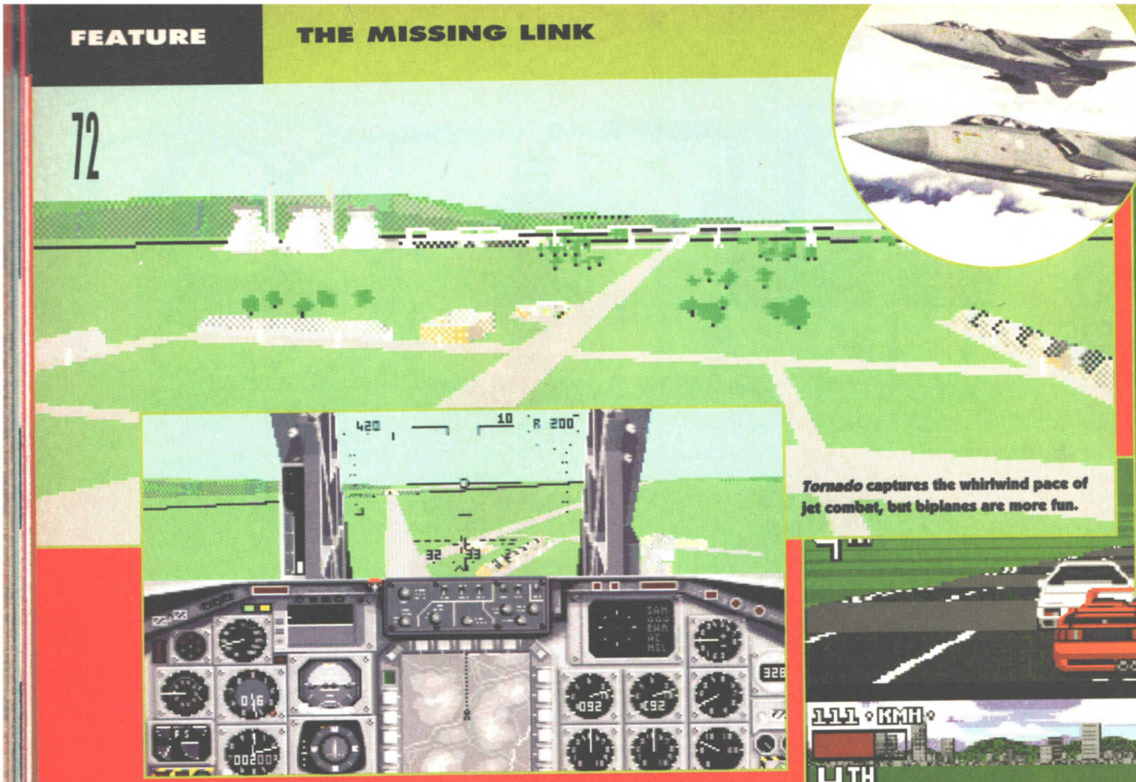
It's all the fun of the fair – without the hassle of leaving your chair.

The 'Theme' of this 'Park' is clearly medical curiosities. And houses.



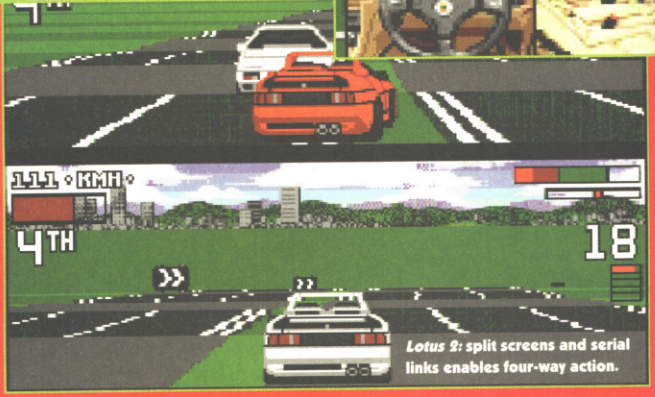
THROUGH YOUR BAD PARK
PLANNING ONE OF THE
LITTLE PEOPLE HAS GOT
COMPLETELY STUCK. FIND
OUT WHERE AND HELP THEM

Maybe these 'little people' are other human players. Or maybe not.



Tornado captures the whirlwind pace of jet combat, but biplanes are more fun.

ESPRIT TURBO SE
MAX SPEED: 160 MPH
0-60: 4.7 SECONDS
MAX POWER: 264 BHP
MAX TORQUE: 261 LB FT



Lotus 2: split screens and serial links enables four-way action.

TORNADO
Digital Integration

This month's release shows that fast jets and missiles sort of take the fun out of dogfighting, and needing an A1200 to run the game at an acceptable speed's a bit of a drag, too. Still, it's an in-depth and complex modern flight sim.

Serial killer: Unfortunately, on a link the game runs even slower, and long-range missiles mean that combat's often just at extreme radar range. **–2/10**

SKIDMARKS
Acid Software

Rock and rollin' off-road, full-contact race game that doesn't so much test your racing skills as your proficiency in bumper cars. The actual game's a wonderful affair, which makes it all the more annoying that the extensive amounts of disk swapping and loading time eventually drive you nuts. And it crashes too often to be feasible fun.

Serial killer: You've the added options of four human players, or two players (each with a full screen), making it an ideal pop-and-pretzels party game. **5/10**

LOTUS 2
Gremlin

If you don't like split screens, but still want to race against your arch-rival, you can. Not quite as much fun as racing over a circuit, but still a great blast.

Serial killer: At the very extreme, using the split-screen and the serial link, you can have four people playing. Now there's no excuse for your Amiga not to be the centre of some good wholesome 'nowt taken out' family fun. **9/10**

HARD-HITTING (AND DECISIVE) EDITORIAL BIT

Now despite all this "Wouldn't it be wonderful...?" stuff, you'll have gathered that there aren't actually that many games that make use of the serial link option. We decided to find out why. Gremlin's *Lotus 2* had the option, but *Lotus 3* didn't, and it's obvious that war games, sports sims, RPGs and shoot-'em-ups would be brilliant if both you and a friend could take control. We canvassed the softies, planning on having a section of quotes, but everyone said pretty much the same thing, which was summed up rather neatly by **Jon Hare** of **Sensible Software**:

"We realise that *Cannon Fodder* would be a brilliant game on a serial link, but we could never afford the time to do it, as it would be hard to change the programming from one player to a serial-linked game, which would have delayed the finish date even more. We've got a policy of not doing things like A1200 versions, because if we can improve a game in any way, we'd have managed it in the standard version, and quite frankly, we'd much rather be doing new projects.

"The main problem is that serial linked games are great for set-ups like us and your magazine, where you've got loads of computers in the same room, but they've never caught on because most people only have access to one Amiga."

The argument that no-one owns two computers was used by almost everyone. It would make sense if you were talking about some fancy piece of kit, but the fact is that the Amiga's got a massive user base. Let's face it, if you've got an Amiga, the chances are that you know someone else who's got one.

But, when this attitude prevails, how can punters discover the fun of linked games? Look at *Virtua Racing* in the arcades. A good game on its own, but fantastic when racing against other people. The 'adrenalin pumping' cliché really does apply here. It takes games out of the dark realms of kids' play and into the well-lit heavenly lands of sport.

Lin
trend. W
Galaxia
Gun, Ai
Outrunn
Suzuka
Aces, G
Need we
People a
wake up
Pay a vi
Trocade
any arca
of the ga
see whic
most po

So
to reapp
the most

The m
but y

MISSED OPPORTUNITIES, WASTED LIVES

All the games we've listed here are head-to-head games, but serial linking two computers opens up all sort of exciting possibilities, not least the completely overlooked option of having two players co-operating. It's all idle speculation, but that's never stopped us before, so let's take a look at what we're all missing.

BRIEF ENCOUNTER

Parting may be such sweet sorrow, but in many games it'd be a blessing. Unless you use a split-screen, existing two-player games limit your movement to the confines of the screen. Imagine classic combat games like *Syndicate, Cannon Fodder, The Chaos Engine* and *Alien Breed* on two separate full-screen-display Amigas, with the various players (or teams) wandering off independently, setting ambushes and attacking from opposite sides in a classic pincer movement – pretty droolsome stuff, huh?

UP, UP AND AWAY...

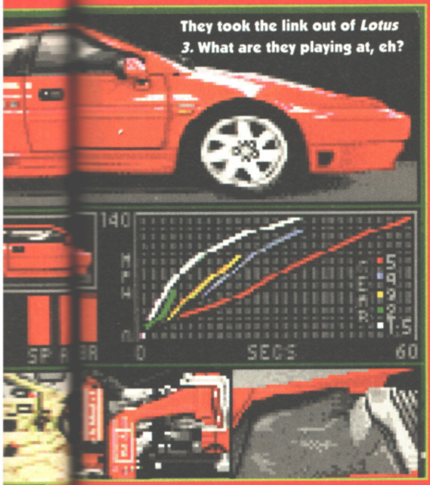
Lots of planes have a flight crew of two, so why don't games make any use of this idea? Having one player as the pilot of a ground attack Tornado, for instance, would leave him to dodge flak, swoop over targets and blast away at air threats while the second player concentrates on electronic countermeasures, plotting the flight paths and dropping camera-guided bombs through people's chimneys.

Or imagine a *Gunship 2000*-type game, with the pilot flying the helicopter while the gunner identifies, tracks and destroys targets with missiles, rockets and cannon-fire. *Seek And Destroy* has something like this, but a lot more could be done. Call me a callous, jingoistic war-boy tech-head *(Cam, you're a callous, jingoistic war-boy tech head. – Ed)* but by freeing up the pilot to just fly, you could recreate in amazing detail all the fascinating gizmos that make modern warfare so interesting. If only, eh?

HOT

There's
driving a
impossi
Games s
and Emp
maps to
with all t
stuff, bu
or fire w
comman
you cou
blasting

For
a heavy



They took the link out of *Lotus 3*. What are they playing at, eh?

Linked arcade games are a growing trend. Witness *Super Street Fighter 2, Galaxians 3, F1 Exhaust Note, Run And Gun, Air Rescue, CyberSled, Outrunners, Steel Talons, Suzuka Eight Hours, Flying Aces, Grand Prix Star 2.* Need we say more? People are beginning to wake up to the potential. Pay a visit to the Trocadero in London or any arcade sporting one of the games on my list to see which games are the most popular and fun to play.

So our message to the softies is to reappraise the Amiga market. It's still the most innovative by a long shot, despite what press releases from Nintendo and Sega might imply to the contrary. The Amiga is in a state of non-specific flux at the moment – serial-linked games could bring about a creative evolution if marketed and promoted properly.

When was the last time you saw a game being promoted on the strength of the fact that you could serial-link it?

GETTING CABLE

MicroProse have been very good at producing games with this kind of implementation. But where was the promotion? Nowhere, that's where. They could have put a special offer on the appropriate cables and had that as the screaming headline on their magazine adverts. But, alas and alack, it was not to be. Which is a shame.

We're still being blinded by the science of super new hardware, too. Seemingly, unless your game platform is capable of shifting fifty-five million instructions per second, then it just can't cut it. Now that's a load of old grillocks.

Yes, certainly, the games market is technology-led. But it's weird. In marketing terms, the A500 and A600 could be said to be at the mature stage in the product life-cycle in terms of hardware sales.

In software terms, it's going through what can be described as a second generation of innovation.

And that's the crux of the matter. Thinking about the people who make up the Amiga-owning market, it has more than its fair share of innovators and 'early adopters'. On the whole, you're older, smarter, more independent of mind and more sociable(if that doesn't sound like a contradiction in terms) than console owners. That's why,as a rule, the best games always come out on the Amiga first.

Demis Hassabis, the genius-type chap who won a programming place with Bullfrog through AP, used to regularly visit a friend of his at weekends to play *Populous* using a serial link (see the box below).

While it probably couldn't be said that Demis is a typical Amiga owner, he does belong to a typical subgroup of dedicated, intelligent, non-obsessive gamers. Like you, probably.

That's where we have it over the consoles. Bullfrog tried to implement a link when they converted *Populous* to the Megadrive. They had to take it out. It was too dangerous. Potentially, it could have blown the circuitry of the connected machines.

The story's basically the same with the Super Nintendo. There are currently no concrete plans to implement console link games, although there are a few multi-player joystick adaptors popping up nowadays. So, linked games can give the Amiga a much-needed edge in the market-place. Commodore, or any of the independent software companies, just don't have the marketing muscle to face either of the console giants head on.

What's more, certain linked games only need one copy of the game to enjoy it on two machines: *Stunt Car Racer* being the first example to come to mind. Rather than losing income, this could generate greater sales produced by people clubbing together to buy a title.

By now, you may have realised that here at AP, we like linked games. Due, mostly, to the fact that they make everything much more 'human'.

But the bottom line is that it's up to you kids. If you're happy playing with yourself, then fair enough. But you really do deserve to be tarred with the 'anorak' brush. Remember that it's your Amiga and your money that you give up when you pay for a game. Nothing in this world is as powerful as an idea whose time has come. Demand linked games. Catch the idea! ●

> **"Be tarred with the anorak brush"**

Virtua Racing
CYCLEWIND
SEGA

***Virtua Racing* – one of the first serious multi-player racers, and still one of the best, if you want to ask our opinion.**

KONAMI
RUN GUN
KONAMI
KONAMI

Despite its name, *Run And Gun* is a fast-paced basketball sim. So now it doesn't matter if you're only four feet tall.

The multi-player mode in Skidmarks is a bit patchy, but you should be able to get four players at once.

Am I allowed to use the phrase "Am I allowed to use the phrase "Examine your friends' skidmarks"?", please?

HOT WATER TANK

There's a natural divide in tank games between the driving and the shooting, and it's practically impossible to do both of them at the same time. Games such as *M1 Tank Platoon* from MicroProse and Empire's *War In The Gulf* get round this by using maps to navigate, which leaves you free to get on with all the exciting 'lashing out with leaden death' stuff, but you still tend to either move without firing, or fire without moving. However, with a driver and a commander controlling a single tank simultaneously, you could speed right into the thick of it and get blasting away with impunity.

For added realism, the commander would have a heavy machine gun, all-round views from the top hatch and a more limited view from the gunner's seat, while the driver could be fed information from computer-controlled observation helicopters. With the driver swerving around to avoid incoming fire, it'd be simple for the commander to sight up and blast away with the main 120mm gun. Kapow! Scratch one bad guy.

ME, MYSELF, I

The idea of MUDs (Multi User Dungeons) has been around for quite a long time now, but they've always depended on modem telephone links, which not many people have. But with a pair of serial-linked computers, you could enjoy this kind of interactive dungeon romp at a fraction of the cost. *Hired Guns* from Psygnosis shows the potential for multiple simultaneous players, but the problem with that is that the screen's split into quarters. With two-player options, first-person games such as US Gold's *Legends Of Valour* would be tremendously improved, as you'd not only have increased muscle in scraps, but the action would also take up the entire screen.

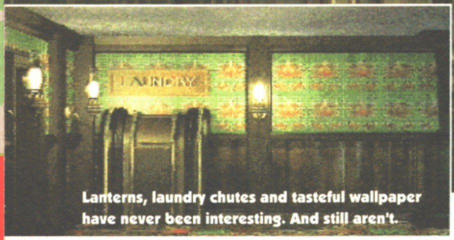
With each player having a first-person view, you could have pretty spiffing boxing games, or sword fencing, or even beat-'em-up-type fighting situations. It's worth thinking about, we reckon.

PLEASE, SIR GEOFF...

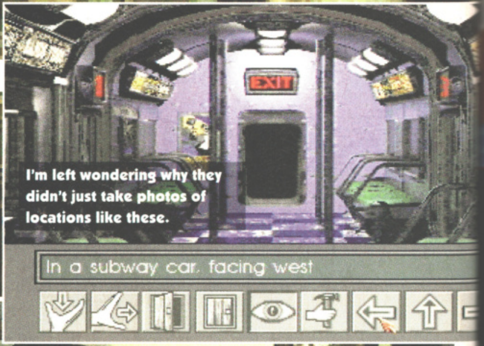
Bring out *Formula One Grand Prix* with a serial link option. Oh go on. Please.

THE LABYRINTH OF TIME

'This is as strange a maze as ere men trod.' Or something like that, anyway.



Lanterns, laundry chutes and tasteful wallpaper have never been interesting. And still aren't.



I'm left wondering why they didn't just take photos of locations like these.

In a subway car, facing west

Game: The Labyrinth Of Time
Publisher: Electronic Arts
Authors: Bradley W. Schenck and Michal Todorovic
Price: £24.99
Release: Out Now

There's a scene in the top teen comedy Ferris Bueller's Day Off where Ferris is telling the audience about where his friend Cameron lives. I can't remember the exact wording, but it's something along the lines of "It's very beautiful, and very cold, and you're not allowed to touch anything," which is oddly fitting to *The Labyrinth Of Time*. Sure, it looks fantastic, but if you try and play it, you'll find it's a cold hearted little beast.

DRAB-U-LIKE

Being an adventure, there's absolutely no getting away from going into the stupid story line, so here we go. You start off as just another sad commuter with a dull job and a dull life. This monologue of the drabness of contemporary urban existence is portrayed in a series of black and white photos, but then, as they're fond of saying in comic books – **It** happens! Unfortunately for you, 'it' turns out to be nothing very exciting at all, just a text box telling you that it "feels like you've been pulled in a direction you never knew existed," so instead of getting the feeling that you've been wrenched into an alternative reality, it's as exciting as bumping your head on one of those little bobbly things that hangs from the roofs of tube trains.

The main difference to your view is that everything's now in wonderfully rendered, ray-traced and texture mapped 3D computer graphics, a change that's explained by some computer generated guy. He's the spirit of some dead Greek dude, who's been forced to construct a maze that will cause the end of all humanity, indeed, the entire known universe. Or something.

The thing about this start is that it's instantly low-key, so you're reading that the world's going to end, but all you're looking at is the inside of a subway train. It hardly fills you with a sense of urgency and danger, and that's how you feel for the rest of the game. The world's ending, huh? Okay, just let me get my coat, I'll be with you in a minute.

"Pulled in a direction you never knew exised"

SLIDESHOW

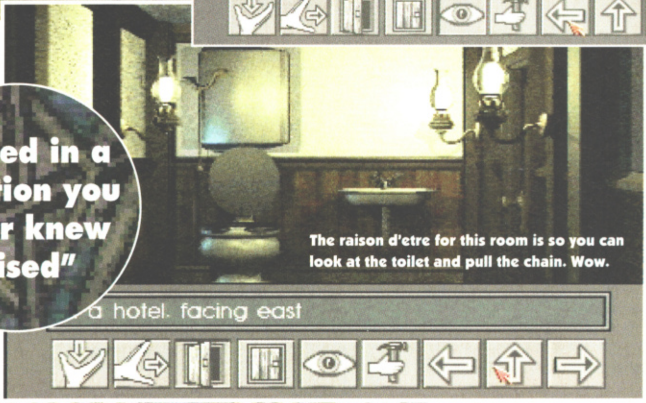
You move around by clicking on arrows, but since the view just jumps from one glorious still picture to the next, it seems like you're looking at someone's holiday snaps. Here's one of the aging hotel lobby, there's the art deco cinema, on the left's a wild west town and here's a palace of ice floating in the sky. Hmm, great.

The fact that it's all computer graphics makes everything look sterile, a feeling that's highlighted by the complete lack of anything to do. I found that I could pull the chain on a toilet and open the laundry chute, but that I couldn't look down it, and when I put my only possession (a 25 cent coin) into a slot machine, it just told me that I'd wasted my money. Is that supposed to be funny?

WHERE AM I?

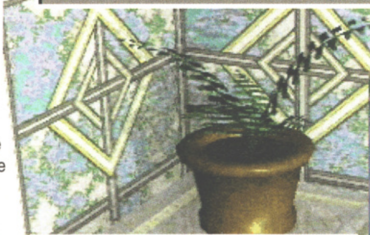
The game boasts 275 locations and 180 images, and plays on both the CD32 and CDTV, but it's just too dull. Trudging round empty mazes was popular about a decade ago, and adding flashy graphics to this limp formula isn't fooling anyone. The only thing that's exciting about this is that it shows you what the CD32's capable of in terms of graphics and CD sound, so if you're a shop owner, it's probably worth sticking this on in your window to attract passing trade. My advice to everyone else is to wait until they include some kind of gameplay into this sort of flashy package.

● *CAM WINSTANLEY*

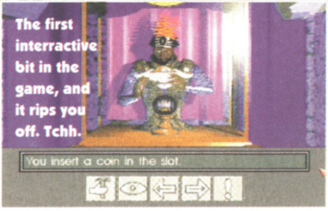


The raison d'etre for this room is so you can look at the toilet and pull the chain. Wow.

a hotel, facing east



Yet another example of a great but pointless picture.



The first interractive bit in the game, and it rips you off. Tchh.

You insert a coin in the slot.

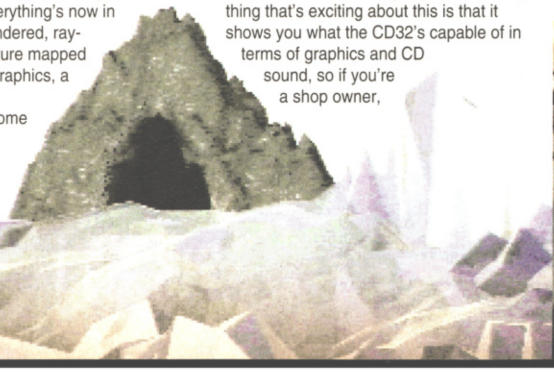
UPPERS Brilliantly rendered pictures and atmospheric music

DOWNERS Useless 80's adventure gameplay, no character interaction (no characters come to think of it) and no puzzles

THE BOTTOM LINE

Nice video, shame about the song. Despite having lovely visuals, the gameplay's stuck in the 80s and the idea behind it's so much of an adventure cliche that you wonder why they even bothered. If you're after something to show your granny how good the CD32 is, then go for it. If on the other hand, you want some enjoyment or challenge, steer well clear. It really is hopelessly dull.

47 PERCENT

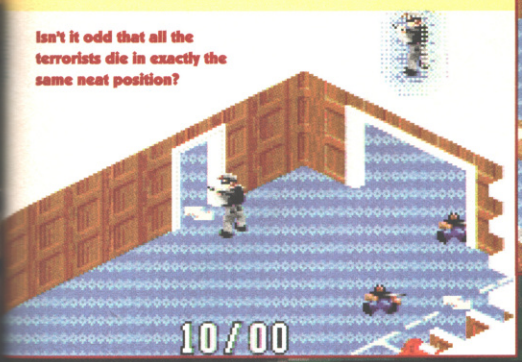


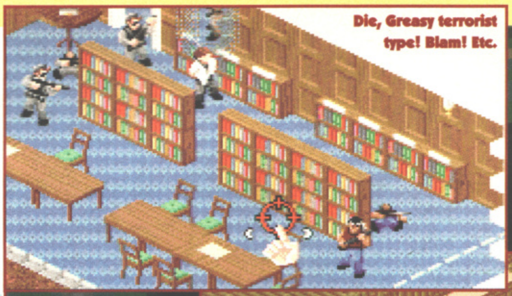
More pretty but dull pictures. And it doesn't get any more interesting than this.

A1200 VERSION

SABRE TEAM

Who wants to really crouch in a bush with a gun, scared witless, when you can pretend?


Isn't it odd that all the terrorists die in exactly the same neat position?


Die, Greasy terrorist type! Blam! Etc.

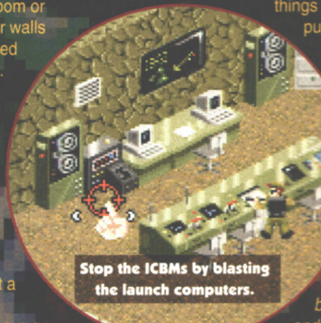
Game: Sabre Team A1200
Publisher: Krisalis
Authors: Richard Teather, Phillip Hackney, Matt Furniss
Price: £29.99
Release: Late March

You know that bit at the beginning of Two Tribes by Frankie Goes To Hollywood, where a massively booming voice tells you what to do in the event of an air attack? Well, *Sabre Team*'s got bits in it that sound just like that, only this time you're being told things like "The terrorists have already killed one diplomat. Your team must rescue the remaining hostages." It's obvious that who ever's saying these lines is a pro, not the programmer's dad, and it adds greatly to the atmosphere and professional gleam that shines off this product.

In the continuing rash of A1200 games that are nothing more than the original with a few more colours, it's good to see that Krisalis have taken their time over this one and massively improved the original, although to just look at it, it seems exactly the same as the first version. Okay, there are loads of pretty stills that flash up between missions, but the improvements (he said mysteriously) lie elsewhere.

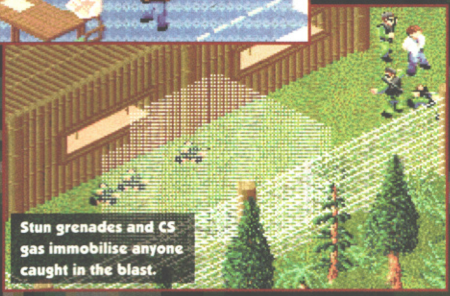
PROFESSIONALS

Sabre Team is a variant of that old gem *Laser Squad*, but with real people and situations *(Er, Cam... – Ed)*. You're given a team of up to four SAS types, who are sent in to deal with various situations, usually of the rescue-the-hostages-and-kill-all-the-terrorists variety. The action's viewed from an isometric view, and you can always see your men because once they enter a room or building, the exterior walls vanish, to be replaced by lines on the floor. There's also an impressive line-of-sight arrangement which highlights figures (be they terrorists, hostages or fellow team members) in other rooms, providing you've got a clear view of them through open doorways or windows. This means you can shoot terrorists from long ranges should they make the mistake of standing near windows, but more of that in a moment.


Stop the ICBMs by blasting the launch computers.

The action's broken down into the smallest elements possible, so playing the game's like watching the SAS storming the Iranian Embassy in extreme slow motion. Each team member has a number of action points, which is determined by their state of health (the more bullet hits, the fewer points) and also by how much equipment they're loaded down by.

Walking, changing weapons, picking things up, shooting, and even pulling the pin out of a stun grenade all take up action points, and you've quickly got to learn to use them wisely *(And not, for example, use up your last action points pulling the pin out of a grenade then not having any left to throw it with, so it blows up in your hand and wipes out half your team. Right, Cam? – Ed)*. If you use them all in your round, and then a terrorist finds you in his round, you're dead meat, but if you leave enough to shoot him, then you get the oportunity to drop him before he gets you. Even rescued hostages get action points, but with their hands tied behind their backs, all they can do is run.

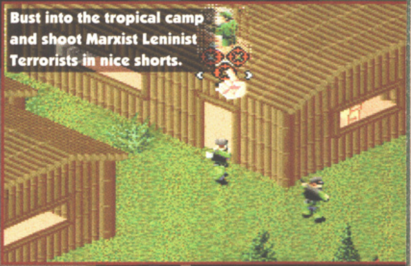

Stun grenades and CS gas immobilise anyone caught in the blast.

TARGET

The line-of-sight rules are crucial to gameplay, as it means that every open door you pass could place you in a terrorist's field of fire. Also, what your troops can't see in their field of vision, you don't see, so it's vital to make sure that your team are arranged so they're looking in different directions, otherwise terrorists tend to blast you. Although the graphics are detailed and worthy of an arcade game, the appeal of *Sabre Team* is the amount of thought that you've got to put into executing your raids.

Okay, all this goes for the original *Sabre Team*, but what makes this ten times more playable is that it's so fast. The first version took about five minutes to move the terrorists and hostages, which meant half the time you were twiddling your thumbs, but in this version, it's cut down to a few seconds, which means that a game takes about an hour, rather than the evening that it used to require. It's a game that makes you think, but is also exciting, and the only criticism I've got is that it's only got five missions, which isn't enough. I'd buy it and pray for Krisalis to bring out data disks, because with more missions like this, you could play for ever.

● **CAM WINSTANLEY**


Bust into the tropical camp and shoot Marxist Leninist Terrorists in nice shorts.

Check out the bulging lats, those fine pecs, the big gun.

UPPERS A1200 Great sound and music, speedy gameplay and fine graphics all round.

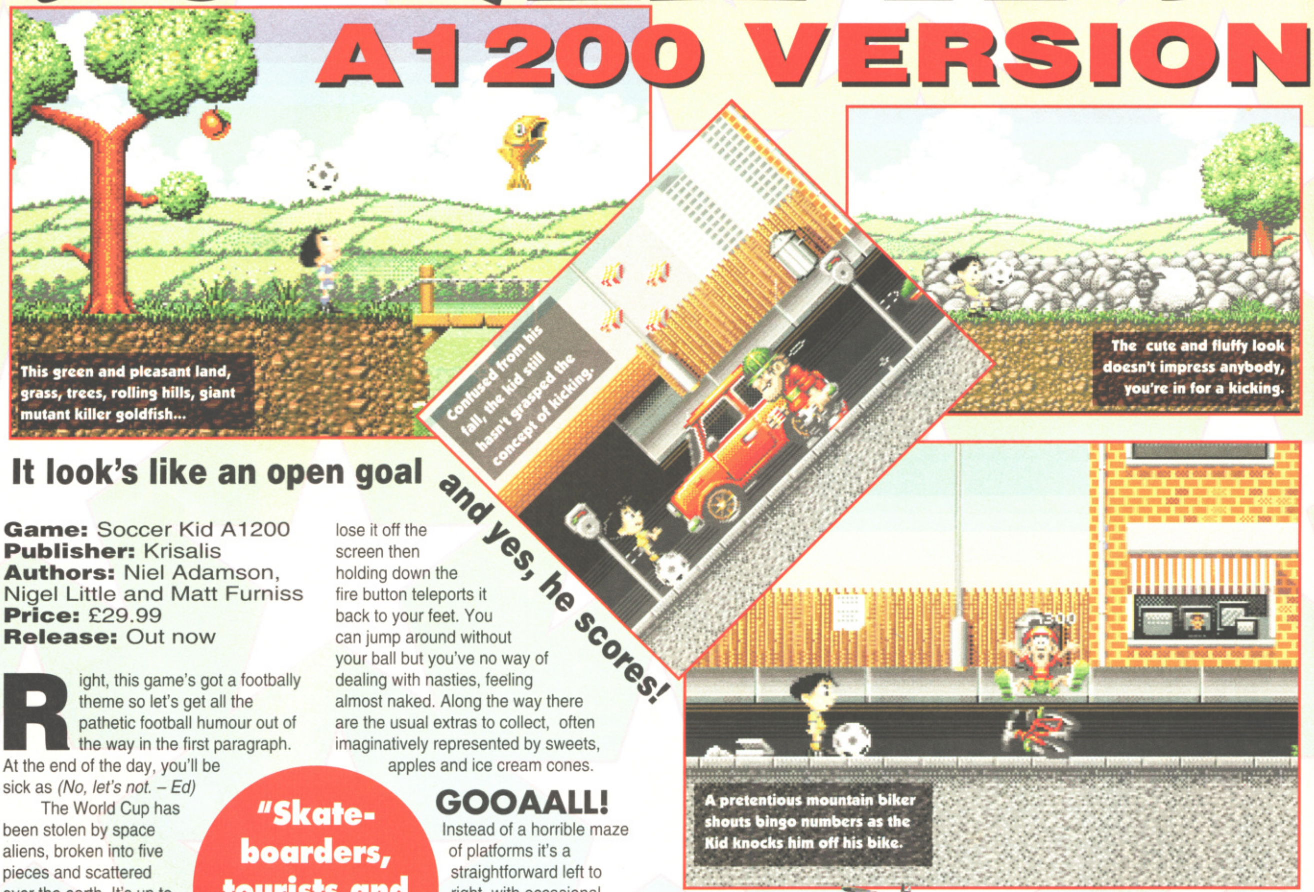
DOWNERS Although the music's great, it would be nice to be able to turn it off and leave the sound effects. Only five missions is a real shame, it needs more.

THE BOTTOM LINE
It's a must for anyone like me who's seen that crappy Lewis Collins movie Who Dares Wins and thought it was fab. Absorbing, strategic, gung-ho firearms-based antics.

89 PERCENT

SOCCER KID

A1200 VERSION



This green and pleasant land, grass, trees, rolling hills, giant mutant killer goldfish...

Confused from his fall, the kid still hasn't grasped the concept of kicking.

The cute and fluffy look doesn't impress anybody, you're in for a kicking.

A pretentious mountain biker shouts bingo numbers as the Kid knocks him off his bike.

It look's like an open goal and yes, he scores!

Game: Soccer Kid A1200
Publisher: Krisalis
Authors: Niel Adamson, Nigel Little and Matt Furniss
Price: £29.99
Release: Out now

Right, this game's got a footbally theme so let's get all the pathetic football humour out of the way in the first paragraph. At the end of the day, you'll be sick as *(No, let's not. – Ed)*

The World Cup has been stolen by space aliens, broken into five pieces and scattered over the earth. It's up to you, a small boy with a large football, to find all the bits and make footy fans happier. Oh well, who needs a believable plot anyway? Off you go through five scrolling levels, full of power-ups and baddies, big and small. Your only weapon is your, apparently deadly, football.

BALL CONTROL

You don't just kick it along the ground, either. Press the fire button and you start bouncing it up and down on your foot. From here you can do headers, kick it in all directions and stand on it and jump up, for those difficult, out of the way platforms. Unlike an awful lot of platform games you don't jump on the baddies to kill them, only your football can do that. So don't accidentally jump on them in a panic, like I did, a bit, at first.

The ball kicking business is brilliant. You have enough control to do skillo shots without it being horribly complicated. It bounces around most pleasingly. If you lose it off the screen then holding down the fire button teleports it back to your feet. You can jump around without your ball but you've no way of dealing with nasties, feeling almost naked. Along the way there are the usual extras to collect, often imaginatively represented by sweets, apples and ice cream cones.

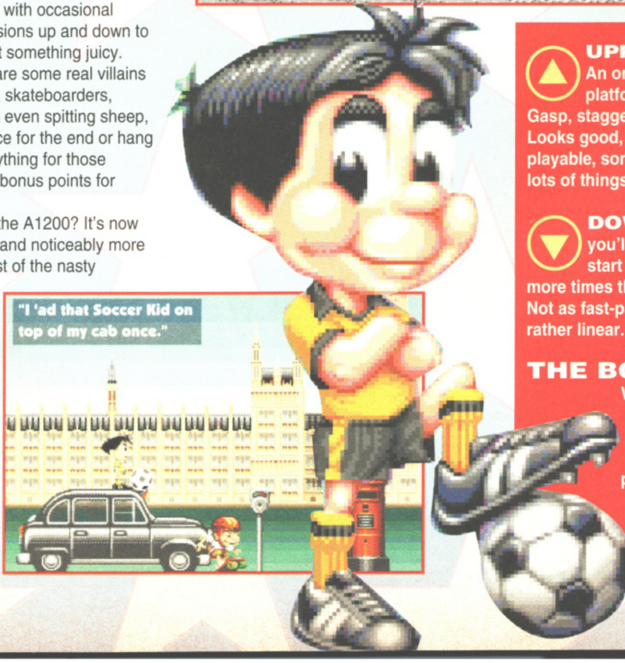
> "Skate-boarders, tourists and even spitting sheep"

GOOAALL!

Instead of a horrible maze of platforms it's a straightforward left to right, with occasional diversions up and down to collect something juicy. There are some real villains here too, skateboarders, tourists and even spitting sheep, ugh. You can race for the end or hang about collecting everything for those points. You can earn bonus points for doing trick shots.

What's new for the A1200? It's now hard drive installable and noticeably more colourful, without most of the nasty stippling effects of the ordinary version. It is still thirty quid and that's still a lot of money, so it's a good job it's a smart game. Playability? It's got bags of it, and then some more that wouldn't fit into any of the bags.

● *CHRIS LLOYD*



"I 'ad that Soccer Kid on top of my cab once."

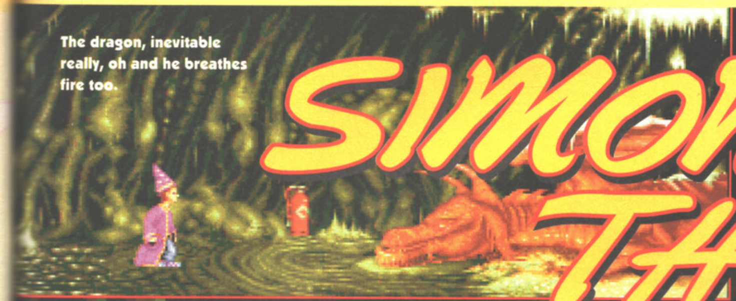
UPPERS An original platform game. Gasp, staggers back in amazement. Looks good, moves well and very playable, some great bouncing and lots of things to collect.

A1200

DOWNERS Tricky – you'll be sent back to the start of each level slightly more times than is you might wish. Not as fast-paced as it could be and rather linear.

THE BOTTOM LINE Who can help but be charmed by the Kid and his big football? A touch above the usual platform genre antics. Which is just as well really.

85 PERCENT



The dragon, inevitable really, oh and he breathes fire too.

SIMON THE SORCERER

A1200 VERSION

The boy in the hat is back and it's as stupid a pointy, purple thing as it ever was. Simon the Sorcerer is enhanced, so the rumour goes.

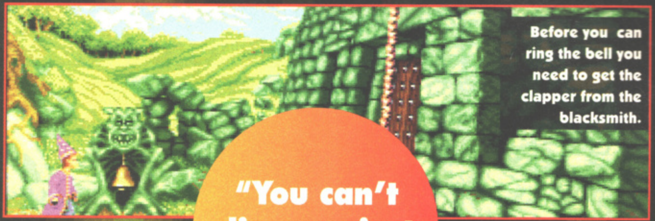
Game: Simon the Sorcerer
Publisher: Adventure Soft
Authors: Simon Woodruffe, Alan Bridgeman and Mike Woodruffe
Price: £39.99
Release: Out now

Use melon on sousaphone. Obvious really, don't know why I didn't think of it before. *Simon the Sorcerer* has appeared in A1200 enhanced guise sporting more colours. Everything else is pretty much the same. It's a classic point and click adventure game from the *Monkey Island* mould. Off to a good start for me then, I love all the mucking about in a fantasy world, talking to strange new friends and trying to figure out what object goes where. The interface is as simple as it can get, the manual takes all of four pages to explain how to get going. You click on a verb at the bottom of the screen and then on the screen to do it, easy-peasy.

EAT ME

The game has stupendous, rich graphics. There's plenty of animation as well, characters jiggle about, birds flying by, streams bubble and the like. If you stripped all the visuals away you'd be left with a fairly standard adventure not a million miles away from *Colossal Cave*, the great text adventure from the mists of time. The puzzles range from the pretty damn obvious if-you-don't-get-them-you're-a-thickie type to it's-the-last-option-so-I-may-as-well-try-it type. Some objects are very small or used in obscure ways. It's funny, it made me laugh out loud a few times, although a lot of the humour is puerile or forced. There are loads of in-jokes to get and characters and situations swiped straight from fairy tales.

The plot? Who cares, some stuff about rescuing a kidnapped wizard. Games like this are a series of puzzles that make you feel clever when you solve them, play it all the way through once and that's it. You can't die, you just get stuck. It's a fairly non-linear in places, you can work on more than one puzzle at once. You can also find yourself wandering over a large area totally at a loss as to what to do next. The puzzles tend to be of the use the object in the right place in the right way sort. It soon turns into a collect everything and use everything in every location job.



Before you can ring the bell you need to get the clapper from the blacksmith.

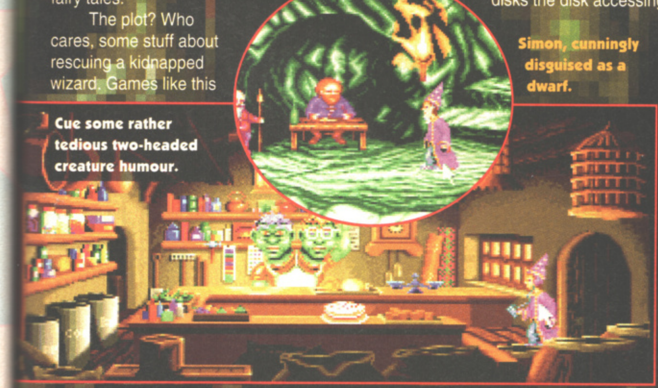
> "You can't die, you just get stuck"

DRINK ME

The text appears at a set speed, you can't step through it so you have to keep your eyes on the screen in case you miss something. The longer sections of chat and animation can be skipped, but it gets tedious at times. Simon plods about everywhere, a little faster than if the game were running on an A500 but not much. Played from the multitude of floppy disks the disk accessing soon gets to be a bore. It needs a hard drive.

Simon the Sorcerer adds nothing new. A lot of work has gone into making sure it looks pretty, and it does. It's the kind of game that makes an ideal counterpoint to manic platformers and shoot-'em-ups. You can play it at any speed you like. As graphic adventures go this one is nearer the top of the pile than the bottom.

● *CHRIS LLOYD*



Simon, cunningly disguised as a dwarf.

Cue some rather tedious two-headed creature humour.

UPPERS Lush graphics, easy gameplay and plenty of puzzles. Sometimes quite funny as well. Will keep you off the streets and out of trouble for some time. No maze!

A1200

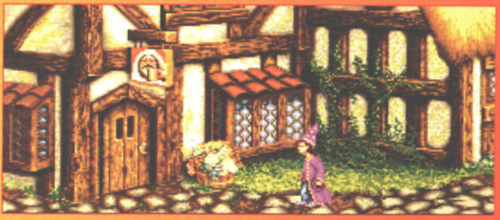
DOWNERS Nothing ground breaking here, a straightforward adventure that takes perseverance. Some tiny objects to find and not a lot of game beyond the plot line.

THE BOTTOM LINE
Yet another big graphic adventure with a corny sense of humour. Underneath the flash visuals it's really very simple stuff. Find object, use object, find object, use object...

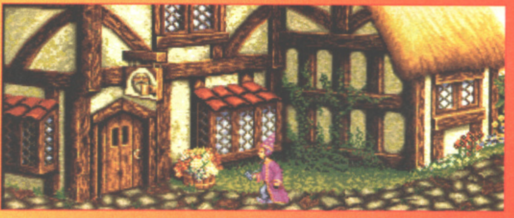
73 PERCENT

NOW BETTER ON COLOURS THAN EVER

The only enhanced feature of the A1200 version of *Simon the Sorcerer* are the graphics. Instead of 32 colours, the artists have 256 colours to play with. They have a richer feel to them. Some screens are more obviously improved but as a whole the effect is quite subtle.



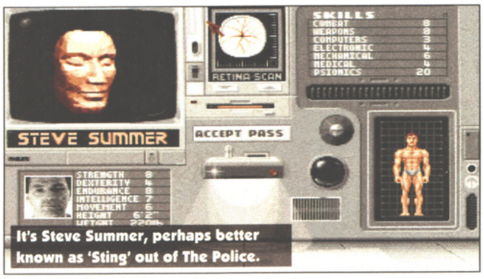
The ordinary version running on an A500, 32 colours available and they have been well-used. Looks pretty good to me.



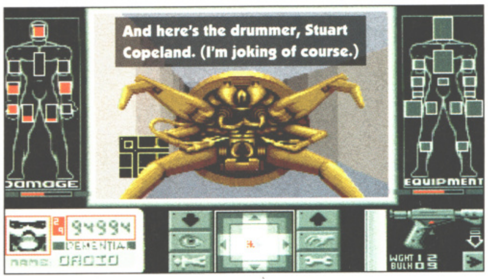
The A1200 version, what a difference eh? No honestly, there are a lot more shades and things if you look closely.

BUDGETS

You don't have to be mad not to buy some of the top-value Amiga games now available on budget labels – but it helps! But seriously, this month's cheapo round-up sees the long-awaited low-price debuts of Speedball 2, The Lotus Trilogy and, er, Street Fighter 2, so what are you hanging around looking at this dull bit here for?



It's Steve Summer, perhaps better known as 'Sting' out of The Police.



And here's the drummer, Stuart Copeland. (I'm joking of course.)

CORPORATION

Game: Corporation
Publisher: Corkers
Price: £9.99
Release: Out now

This game set something of a record – I managed to kill myself without ever getting out of the elevator where you start, while 'practising' with the controls. Anyway, *Corporation* has you infiltrating a cybernetics factory to retrieve the embryo of a rather nasty, not to mention illegal, genetically-engineered killing machine.

Take your pick of six agents and equip them with a suitable collection of gadgetry and off you go on a high-tech dungeon bash. The graphics are first-person 3D with scaled sprites for the baddies. Objects appear as little domes on the floor: you have to walk up to them and select the Look icon to see what they are. The viewing window moves smoothly enough, but the game has the usual 3D problems of lining up with the doors squarely, so there's lots of sliding along the walls and spinning around on the spot. Most of the complex is pretty bare, loads of empty rooms and corridors.

As usual the occupants have thoughtfully sprinkled useful equipment around the gaff. Among your weapons are neat image-intensifying, thermal image and infrared goggles – lots of pretty colours. Trying to stop you are a bunch of human, robot and genetically-engineered blobs with nothing better to do than injure you at ever opportunity. Life, eh?

The controls are a bit fiddly at first and some simple tasks are frustratingly awkward. Your character also seems to need constant supplies of sugary drinks. I dunno about you but I can usually last more than five minutes without one. There are some nice touches, infrared beams, security cameras and nutty repair robots.

The final paragraph is here already and it's tempting to look in the official AP book of game review sayings. I've already been told off for the one in *Simon The Sorcerer*. Er, fans of this style of game will love it. Damn, damn, damn.

● *CHRIS LLOYD*

THE BOTTOM LINE

More difficult to get into and more fiddly to control than it should be. Some great touches and lots to explore. But where are all the Orcs?

74 PERCENT

SPEEDBALL 2

Game: Speedball 2
Publisher: Kixx
Price: £9.99
Release: Out now

So what's this one all about then? Well, it's exactly the same as five-a-side football, only with nine men on a side and players holding the ball instead of kicking it. You know how you can bounce the ball off the walls in five-a-side? Well, you can do that here, but the metal walls are studded with stars that you can hit for extra points. And since the ball is chromed steel too, it can be charged up so it'll electrically discharge through the next player who touches it. Oh, and all the players are decked out in body armour, since it's not only permissible to hurt the opposing players, it's actively encouraged, in a 'points get awarded for it' sort of way. Yup, pretty much exactly the same as five-a-side football.

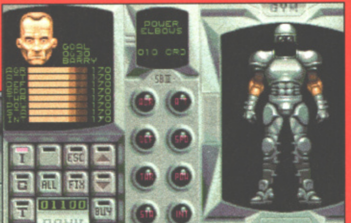
Any game with this much violence sounds pretty tempting, but since this one's from the Bitmap Brothers, you'd expect it to be pretty special, and lawks a lawdy, that's exactly what this is. How shall I compare thee to a summer's day? Let me count the ways...

- **There's the thumping techno soundtrack that's worthy of nightclub and radio airplay. Some day all game music will be this good.**
- **There's the incredible context-sensitive fire button control that does everything you want it to. If you're near the ball, it'll make you jump for it, it makes defenders smack the nearest opponent, the ball-holder throw the ball and the goalie do things that make you shout "Surely that's a foul, ref?" out loud. It isn't, because there aren't any rules. Or a ref, come to think of it.**
- **There's the snappy game-time consisting of dazzlingly fast and furious halves, with intervals for robots to scrape the fallen off the cold steel floor.**
- **There's the manager option which allows you to convert your winnings into tougher players. The transfer market's brimming with rabid pitbulls of men aching to gouge eyeballs for the good of your team.**

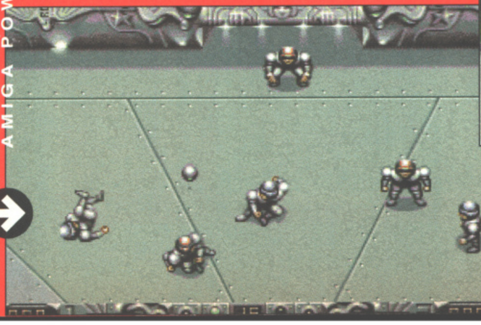
It's the football game that could only ever exist on a computer screen and that not only dazzles the eye, but also sets your heart pumping. The two-player option fills my head with the sort of superlatives that most reserve for *Sensible Soccer. Speedball's* conversion onto loads of different machines and consoles shows what a winner it is, but we had it first on the Amiga, and now we've got it for a tenner, so ner-ner-ner-ner-ner to them.

A complaint? Oh alright then. The players only have a thin coloured headband to show who's on which team. Since everything's whipping about at such a pace, it's hard to see which are your guys, which gets a bit annoying. Other than that, it's one of the tip-toppest games of all time.

● ***CAM WINSTANLEY***



Dress them up. They're your puppets.

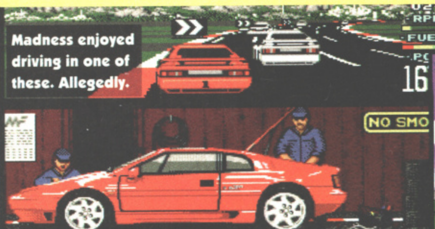


'Take That' show off their fab new dance.

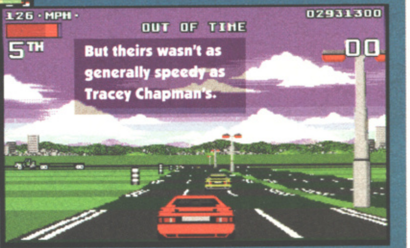
THE BOTTOM LINE

Compatible with the A600 and A1200 for the first time, it's football with an attitude and a body count, and the kind of thing programmers should come up with more often.

92 PERCENT



Madness enjoyed driving in one of these. Allegedly.



But theirs wasn't as generally speedy as Tracey Chapman's.

LOTUS TRILOGY

Game: Lotus Trilogy
Publisher: Gremlin
Price: £29.99
Release: Out now

Well. It's absolutely unlikely that you don't own one of the *Lotus* games. If you don't, well, here's your chance to find out what we were shouting about.

Lotus Esprit Turbo Challenge is not the most realistic driving game in the world. But it was definitely the most fun at the time of its release, especially when played against a human opponent utilising the now familiar split-screen display.

You'll get used to the courses after a while, plus the computer-controlled cars are a bit dull, following a fairly predictable left-to-right, right-to-left drifting pattern. Nevertheless, they're useful in a two-player race as they inevitably obstruct the leading car and give the other player a much-needed chance to catch up.

Later courses make it vital to visit the pits for fuel. Tactics and judgement come in here. You've got to guess how much fuel to take on to see you through the last lap or couple of laps. Get it wrong, you'll run out of fuel in front of the winning post. Gripping stuff indeed.

Lotus 2 promised to better than the original and didn't quite deliver the goods. Instead of racing on courses, you raced over stages. Human opponents could be left twiddling their thumbs if they didn't pass the stage markers, which took a bit of the fun out of racing. The sound wasn't as good as the original. Crashes into barriers at the side just didn't happen. It was too easy to complete every course in one sitting, apart from maybe the last one. But the ability to choose the control method and the inclusion of a serial link option were very welcome.

Last and by all means least is *Lotus Turbo Challenge 3*. Bolted on to the main game engine was a course designer which, theoretically, could create thousands of different courses. Somehow though, this version doesn't manage to be as good as either of its predecessors.

So there you go, *Lotuses 1* and *2* are both available on budget. If you missed them first time around and are looking for some entertaining race games, this pack is very good value. If you already own any of the titles, give it a miss.

● *STEVE McGILL*

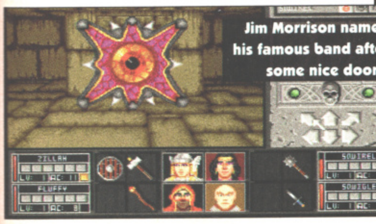
THE BOTTOM LINE

Lots of top race action to be had. Interestingly, it lets you take an objective comparison of all three games in one fell swoop. Not one of these games will work on an A1200.

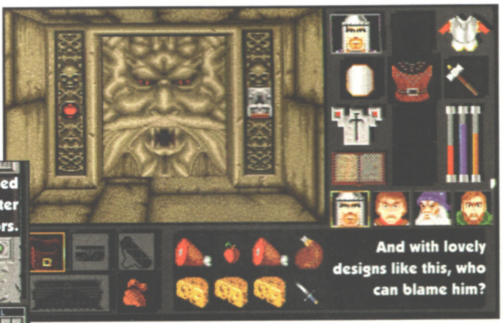
82 PERCENT

BLACK CRYPT

Game: Black Crypt
Publisher: Hit Squad
Price: £12.99
Release: Out now



Jim Morrison named his famous band after some nice doors.



And with lovely designs like this, who can blame him?

Maatok, Lothar, Estoroth and Kaolic. With names like that in the introduction and a title like *Black Crypt*, you know exactly what to expect. Take every cliché from every Middle Earth fantasy and put them into a big pile, mix well and develop into a first-person dungeon exploration game and this is what you get.

Black Crypt is basically *Dungeon Master* redone – again, with the same sort of interface, all mouse-controlled. You know the score: your chaps clump around a dungeon collecting conveniently-left-about equipment, and clobbering anything that gets in the way. You get a fighter, a cleric, a druid, and a magic-user. Acts of violence on the locals earn experience. Gain enough and your characters' abilities go up a level and you are able to inflict more damage in more interesting ways.

The dungeon is crammed with the usual kit: levers to pull, magic force-fields to dispel, scrolls to read, sliding walls to discover, hordes of gibbering inhabitants to pacify and far too many teleports for my liking. It's a straight bash through the 28 levels to the end. There's even a cluebook at the back of the manual. Well, not so much clues, more of a complete solution. If you get stuck, it's tempting to cheat, but nothing spoils an RPG more than knowing what's around the next corner.

Black Crypt somehow lacks atmosphere. It's easy to get into and plays well, but it's all a bit formulaic. The graphics and sound are well up to the job without being exceptional. Certain sad individuals who while away the early hours trapped in the bowels of the earth grappling with spell books are going to love it. The rest of us will probably just like it quite a bit.

● *CHRIS LLOYD*

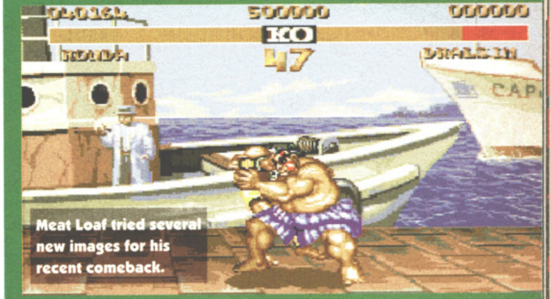
THE BOTTOM LINE

By the vorpal sword of Kevin! This is indeed a mighty quest into the depths of the Middle Earth Role Player Game dungeon. It does what many have done before and makes no significant improvement. Still pretty groovy though.

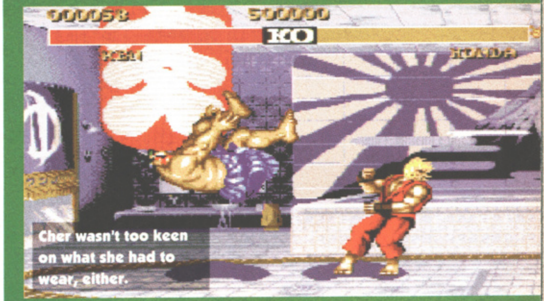
77 PERCENT

STREET FIGHTER 2

Game: Street Fighter 2
Publisher: Kixx XL
Price: £14.99
Release: Out now



Meat Loaf tried several new images for his recent comeback.



Cher wasn't too keen on what she had to wear, either.

Come on if you think you're hard enough – *Street Fighter 2* is back and it's cheaper than ever before. It's made international stars of the contestants: Eddy Honda, Chun Li, and (of course) Ken, bouncing back after that messy divorce from Sindy. The formula is simple. Pick a character, fly to an exotic part of the world and try not to get your head kicked in.

Real violence is a thoroughly sad business, and conversely beat-'em-up games are strangely good fun. You can't help feeling a certain satisfaction at landing a good head-butt. There are eight characters, each with various fighting moves and special moves. These require some dextrous (if not near-impossible) joystick work. Of course, the Amiga-controlled opponent has no such problems.

The sprites are big and varied, but there aren't enough frames to give any smoothness to the moves. One second your character is standing still, the next thing they're at full stretch. Nevertheless, this game is going to give your joystick an intensive work-out. In the heat of battle it's easy to start wrenching the thing about, desperately trying to connect your foot with your opponent's head. You have been warned.

Two-player mode is where it's at, two finely tuned athletes poised over their chosen control methods in a battle of wits, strategy and skill. Well, it would be, if the response wasn't so sluggish. At times luck seems to play as large a part in landing a good bone-cruncher as skill does.

As beat-'em-ups go *Street Fighter 2* leaves a lot to be desired. It may be world famous, but it's only good for a quick waggle. Save your real fighting for something a little more controllable.

● *CHRIS LLOYD*

THE BOTTOM LINE

Slow, jerky, difficult to control, and getting the special moves to work can be frustration city. It's reasonably good fun thwacking your friends in two-player mode, though.

62 PERCENT

HI-HO SILVER LINING

Stuart Campbell takes a few more CD32 games down to Boots and tries them out on their demo machine. We'll get our own one day, he's sure.

WING COMMANDER

Electronic Arts, free in CD32 'Dangerous Streets' bundle

Where tired pilots rest after a hard day's looking for gameplay in *Wing Commander*.

It's a bit like *4D Time Gate* on the Spectrum, but not quite as complicated. And with more awkward controls. Or *Code Name MAT*, maybe.

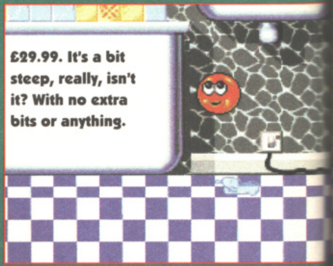
I have to confess to not having played the original versions of *Wing Commander* to any noticeable degree, so it was with the fresh and eager eye of a novice that I approached this CD version. (And boy, was he annoyed to lose it). And the impression it left me with was "Is this what all the fuss was about?". You get lots of scene-setting filmy bits, lots of hanging around in bars talking to people, and a tiny little bit of game where you fly around in space shooting at semi-distinct opponents who fly at you in big jerky leaps. It's a bit like the dogfighting in *Elite*, only slower and less playable. Much of the time I simply couldn't figure out what was actually going on, and the horribly complex control layout didn't help much either. I'm reliably informed by several trustworthy people that this is really good fun when you get into it, but I just haven't got that much time, y'know? The sound's nice, though.

THE BOTTOM LINE

CD32

Er, is that it? Still, at least there's one game in the CD32 bundle that *looks* half-way impressive, and that's got to be good.

60 PERCENT



£29.99. It's a bit steep, really, isn't it? With no extra bits or anything.

MORPH

Millennium, £29.99

This is in every meaningful way exactly the same game as the A1200 version we reviewed in AP30 (87% from an unusually excitable Jonathan Davies), even to the extent of not using the extra joypad buttons for anything sensible. There's nothing more irritating than knackering your left thumb on one of those knobbly

SEEK AND DESTROY

Mindscape, £29.99

Oh dear, what's gone wrong here, then? I spent a good ten minutes fiddling with this, poring over the instruction manual and going 'It doesn't work, it won't do anything at all!', before a sudden flash of inspiration led me to try plugging my joypad into the wrong port and bingo, off it went. Yep, the dopey clots have actually managed to make the game work through the hitherto-completely-untouched-by-human-hand joypad port two. Tch. Get past this elementary cock-up, though, (I wouldn't like to be in Mindscape's returns department over the next few weeks) and you'll find exactly the same game as the ordinary Amiga

SENSIBLE SOCCER

Renegade, £24.99

Luckily, you can't hear the new title music in this screenshot.

MINE IS THE BEST

MANAGER DIXONS

1 IBM PC G
12 SINCLAIR QL G
2 ATARI ST D
3 GAMEBOY D
4 LYNX D
5 APPLE MACINTOSH D
13 ORIC D
6 AMSTRAD M
7 SPECTRUM M
16 COMMODORE SIXTYFOUR M
9 SUPER NES M
14 DRAGON M
10 COMMODORE AMIGA F
11 MEGADRIVE F
15 NES F
8 MASTERSYSTEM F

FIRST KIT
SECOND KIT
UNDO
O K

Or in this one.

Oh dear. *Sensible Soccer*, but without the gloriously cheesy Captain Sensible music, without the replay and highlights facilities, without the save facility (unless you've got a floppy drive hooked up), and with, inexcusably out-of-date team data (Cantona still at Leeds, for God's sake!) and some largely inferior new crowd sounds. There's no obvious

→

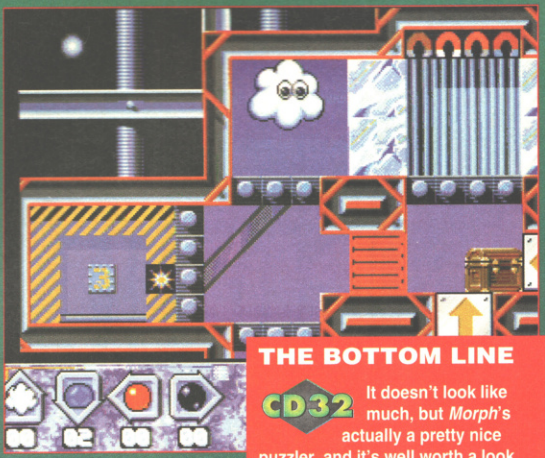
---

lumps
CD32 j
bounc
having
fire bu
unuse
thumb
pleasa
spoile
zoomi
action
very g
what's
can be
leadin
when a
scener
deadly
somes
how lo
saw m
36 sta
but de
cheery
a lot o

one (7
with in
joypac
a goo
(switc
examp
matter
the av
the to
having
functi
still fa
pause
ones a
pause
loadin
missio
etc), w
flow o
badly,
those
entert
thoug
a bit li
Strike

reason
CD32's
ordina
to trig
save is
less a
the mi
out of
put ba
enterin
every
sound
contex
tangib
atmos
constr
the wa
extra b
is far f
precisi

lumps on the edges of the CD32 joypad to make Morph bounce up and down, while having three perfectly good fire buttons going completely unused under your right thumb. Otherwise it's a pleasantly cerebral puzzler, spoiled a bit for me by zooming in so close to the action that you can't get a very good overall picture of what's going on. The graphics can be a bit unclear in places, leading to some nasty shocks when apparently harmless scenery turns out to be a deadly broken bottle or somesuch, and I'm not sure how long it'll last (my first go saw me completing half of the 36 stages without really trying), but despite these niggles it's a cheery and enjoyable effort with a lot of character.



That Jonathan Davies, he's getting so soft in his old age. He should have stuck to rugby. *(Oh my aching sides. – JD)*

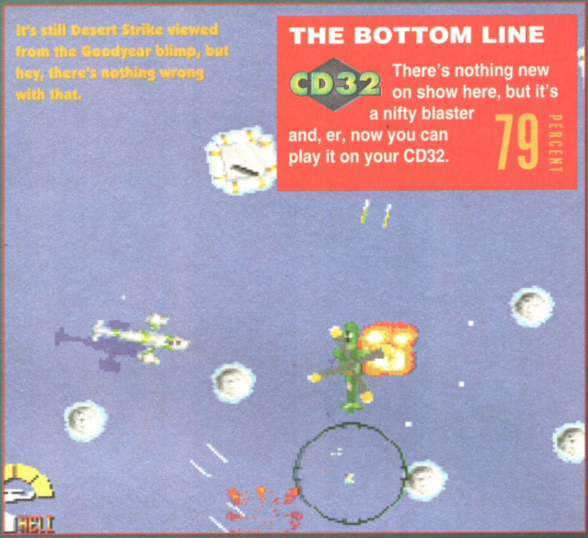
THE BOTTOM LINE

CD32 It doesn't look like much, but *Morph*'s actually a pretty nice puzzler, and it's well worth a look. Sorry, did that sound a bit wishy-washy? It's that kind of game.

78 PERCENT

---

one (79% in AP32), except with intelligent use of the joypad buttons to make it a good bit easier in play (switching weapons, for example, is now just a matter of cycling through the available ones with the top buttons instead of having to lunge at the function keys). There's still far too many loading pauses, badly structured ones at that (loading pause, mission briefing, loading pause, actual mission, loading pause etc), which break up the flow of the game quite badly, but put up with those and you get an entertaining and well thought-out shoot-'em-up, a bit like a zappier *Desert* Strike with better sound.



It's still Desert Strike viewed from the Goodyear blimp, but hey, there's nothing wrong with that.

THE BOTTOM LINE

CD32 There's nothing new on show here, but it's a nifty blaster and, er, now you can play it on your CD32.

79 PERCENT

---

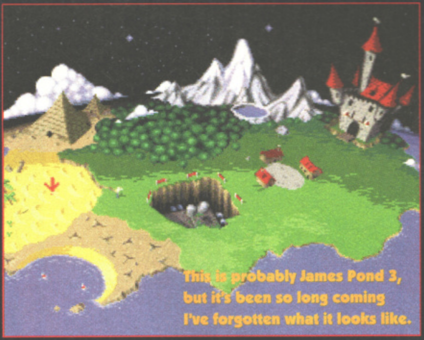
reason for the missing replays (the CD32's got twice the memory of an ordinary Amiga, and plenty of buttons to trigger the replay with), the lack of save is more understandable but no less annoying (especially for me, as the mighty Aberdeen have been taken out of this version and now can't be put back in without laboriously entering all their details via the joypad every time you load the game, and the sound, which feels somehow less context-sensitive now, has a slight but tangible detrimental effect on the atmosphere. Sorry about the construction of that last sentence, by the way. No use has been made of the extra buttons, and the CD32 controller is far from perfect for the speedy precision needed in this particular game in the first place. The impression you're left with is of by far the poorest version of *Sensible Soccer* to date (out of the eight or so I've played). Of course, that still means it's superior to 95% of all the other computer and video games in the world, but it could have been an awful lot better on the CD32 than this half-baked effort.

But you *can* spot the lack of the mighty Aberdeen in this one.

THE BOTTOM LINE

CD32 The fact that it's basically just a straight port of a CDTV version doesn't excuse the disappointing features on show here, but *Sensible Soccer*'s still the best game of all time and it's pretty hard to scupper it, however hard this incarnation tries.

90 PERCENT



This is probably James Pond 3, but it's been so long coming I've forgotten what it looks like.

ON THE 'WAY'

There're lots more CD32 games coming up to boost your ever-swelling collection in the next month or two, although still mostly direct ports of Amiga games rather than glamorous CD32-specific blockbusters. Mindscape will be following up *Seek And Destroy* with *Fury Of The Furries* very shortly, and Millennium have a veritable tankerload of stuff in the pipeline – *Brutal Sports Football*, *James Pond 3* (yeah, right), non-violent platformer *Pinkie* and a much-enhanced version of extremely old political strategy game *Balance Of Power* should all be out by the end of March.

Fury Of The, er, Small Graphics, more like.

Our old chums at Alternative have plans, too – they're going to be the first firm to make use of the huge storage capacity of compact discs by sticking a whole load of old games onto one CD at compilation price. The Famous Collection (for such is its name) will feature *Huckleberry Hound*, *Popeye*, *Galactic Warrior Rats*, *Bully's Sporting Darts*, *The Munsters*, *Sooty And Sweep* and *Postman Pat*, and should be out before April for a moderately reasonableish £29.99. This is something we'd like to see more of (old titles in large numbers on compilation discs – after all, you could fit several hundred ordinary Amiga games onto a CD), so let's hope the idea catches on. With, let's be frank, rather better games than *Huckleberry Hound*. Also, Interplay aim for better luck on their second foray into the market (after last month's disappointing *Castles 2*) with the forthcoming *Battlechess* and *Dungeon Master 2*. More info as we get it. Oh, and a quick last word on a game which we've just started playing all over again in the AP office – *Speedball 2*. Renegade promise the future-sport all-time classic on the CD32 in the next few weeks. We're waiting eagerly by the letterbox already, listening for the postman's steps.

It's brutal, it's a sport, it's a Brutal Sport...

...but is it Football? I think not.

POINTS OF VIEW

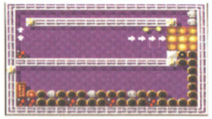
One look at our faces says it all. The AP team have a range of opinions, and aren't afraid to share them.

INNOCENT UNTIL CAUGHT

TORNADO

MAELSTROM

RYDER CUP GOLF


MEGA MOTION

DANGEROUS STREETS

PIRATES! GOLD

	INNOCENT UNTIL CAUGHT	TORNADO	MAELSTROM	RYDER CUP GOLF	MEGA MOTION	DANGEROUS STREETS	PIRATES! GOLD
STUART CAMPBELL	Haven't played it	Haven't played it	Haven't played it	Look, sorry about this	I've been on holiday for ages	I wish I'd stayed on holiday ★	*Pirates! Silver*, more like ★★★★
CAM WINSTANLEY	Guilty of being good ★★★★	Haven't played it	*Miles Less Fun*, more like ★★	How many stars? ★★★★	Physics is fun ★★★★	Limp wristed ★	Amusing rehash ★★★
STEVE FARAGHER	There is no innocence ★★★	Pass the cocoa ★★	No rip tide ★★★	Albatross heaven ★★★★	Haven't played it	Oh God I want to die ★	The Black Freighter looms ★★★★
STEVE MCGILL	Guilty m'lud ★★★★	Involved but no fun ★★★	Debit my account, please ★★★	Looks fab ★★★★	Fixed rotation fun ★★★★	Oh that's crap ★	Yo-ho-ho, it's great ★★★★
CHRIS LLOYD	Book him ★★★	Swoosh, kaboom, gloat ★★★★	Deep thought ★★	Hit ball with stick ★★★★	Round and around ★★★	Soundly beaten ★	Quaffable ★★★
COMEDY SIDEKICK	Let's get out of here	Hey! What was that noise?	Does this look safe to you?	Let's try going this way	Hey, what are you doing with that?	It looks deserted to me	Don't worry I know what I'm doing

NEXT MONTH

ON SALE 17TH MAR

WE DO IT ALL AGAIN

Next month we fully expect to be reviewing a whole new batch of thrilling and invigorating games for your Amiga. Okay, so we're not actually sure exactly which games they'll be at this early stage in the 'production cycle', but I guess that makes it more exciting for you as well as us. Perhaps we'll have *Microcosm* by then, and maybe a couple more CD32 games too. Oooh yes.

DO THE write thing

Phil from the post room has been struggling even more than usual as he climbs the windy back stairs to the cupboard that we call home. In addition to our usual enormous sacks of great games and fabulous free goodies designed to bribe us into liking them (it doesn't work) we've had a bumper crop of letters. Well done.

● Address your letters to: AMIGA POWER,
30 Monmouth Street, Bath, Avon BA1 2BW

'DICKIE DISK DRIVE'

Dear AMIGA POWER,

I would like to put straight anti-Amiga persons who say Amiga owners do not have a social life and/or friends.

Myself, Dickie Disk Drive, Qwerty Keyboard, Michael Monitor and Jack Joystick, all have a great social life and are all great friends.

We got to the Cinema, we went to the FES, we have been to Mars, and, we have made a movie. I hope you at AP have the fortune to experience it sometime.

Dickie Disk Drive is ill at the moment and out of alignment, but we will soon put him in his place.

We all plan to travel to Amiga World in Solar System 2,000,000 – and when DDD recovers, we will more than likely be on our way. Now this is a 'small' example. Shame on you you Anti-Amiga Antagonistic Ar.... Artichokes.

Anyway, I hope this puts their noses out of joint. Unfortunately it is time to go now, Dickie's clicking in agony. Go! Amiga brothers and sisters, we friends unite!

John (on medication) Jones, Herts.

Try a new brand of medication, John. What you're on just now is obviously not working well enough.

'WEST BROMWICH ALBION!!'

Dear AP,

In issue 33 you said it was a good idea to write letters about anything that no one's ever talked about before. So here goes.

West Bromwich Albion!! No one's ever talked about them in AP before. In real life WBA are a sad team, but in *Sensible Soccer* they are a brill team, especially when my son is controlling them and playing against me controlling Aberdeen, because I'm 48 years old and my reactions are as slow as an Aberdonians' thought processes. That's why I normally play point and click games although it is fun to point at the screen after a game of *Sensi-Soccer* and see the score – West Bromwich Albion 10 – Aberdeen 0.

I am 48 years old, I read 2000 AD weekly, AMIGA POWER monthly, and watch WBA every home game. Do I need to get a life or what?

Yours sincerely, Vic Jones, West Midlands.

No, but you need to stop inflicting embarrassment on the mighty Aberdeen, or there'll be trouble. – Stuart.

'YOU REALLY GET ON MY NERVES'

Hi Folks

I like your mag, but sometimes you really get on my nerves. Like last month, you complained about all the letters you get along the lines of "my printer won't work". Because you couldn't answer their questions THEY were stupid! Surely that should be the other way around, you don't know, therefore YOU'RE stupid.

Anyway, the obvious thing to do if you want to keep this type of person reading your mag is to have an "occasional" tech-help-page. You could get an Amiga Format bod to do it. Easy.

Yours sincerely Rufus T. Firefly, Kent.

You may not have noticed, Rufus, but this is a games mag. Not only do we not know about printer drivers and exciting stuff like that, but more importantly we don't care. Printers bore us. What are you, stupid or something?

'AND THEY SAW THAT IT WAS GOOD'

To my favourite Amiga magazine, AMIGA POWER,

On the first day after God created men, men created the Amiga. The men played around with it and they saw that it was good.

On the second day the men were bored and they started to think and think until they came up with a programming tool that they could use on this powerful machine. The men used it and they saw it was good.

On the third day men began to write a game. The game was called *Sensible Soccer*. It was a game with so much speed, so much control, it was unbelievable. The men played the game and saw it was good.

On the fourth day men began to write a second game. After they finished it they named it *Cannon Fodder*. It was a game no man had ever seen before. It was so easy to use, so flexible and had so much control it again was unbelievable. The men played and played and they were sure it was good. On the fifth day men started to think about a way to make lots of money out of it, so they made a software house and named it Sensible Software. The men saw the name and thought it was good.

On the sixth day, men saw that no one noticed their games because no one reviewed them. So the men made AMIGA POWER the Ultimate Software Magazine.

AMIGA POWER reviewed the games and all the men in the world saw that the games were good. The men also saw that AMIGA POWER was good and that they shouldn't buy a game until they read AMIGA POWER.

On the seventh day all the men rested and played the games all day long. All the men in the world thanked Sensible Software for their wonderful games and AMIGA POWER for their great reviews.

Your always happy and A1200 owner

Remco Rugger, Rotterdam.

Oh. So there wasn't actually a point, then?

'I AGREE WITH CAM'

Dear AP

I would just like to say that I agree with Cam – there's nothing wrong with violent games. Nuts to the Daily Star! It will be a sad day indeed when we're all reduced to playing politically correct New-age flower arranging games.

I love that bit in *Speedball 2* where the winner gets to bite his opponent's nose off. (Funny, no-one seems to want to play that with me anymore.) The more blood and guts there are in a game, the

WORKING CALCULATOR winner

'JOHN MAJOR'S EROGENOUS ZONES'

Dear AMIGA POWER

I've done this really inspired thing and I've decided to write in and tell you about it. While sitting around at home one day feeling a little bit bored I felt a question suddenly imprint itself upon my mind. What I wondered, was the average mark for an AMIGA POWER review? So I settled down to work this important question out. It was an arduous task, but I managed it, and arrived at the stunning discovery that the average mark given out by AMIGA POWER is 73.247%. Useful, eh? From now on you can say that a game that gets over 73.247% is good and that a game that doesn't, isn't. Fascinating or what?

I'm sorry, this is all a bit sad isn't it? I shouldn't really be pestering you with an account of the things I do to fill out the moments of my drab and tedious existence. (Although it actually only took 15 minutes). It's not very interesting, and all this stream of consciousness rubbish is a bit passé now, anyway. I mean, it's not as if this letter is anything other than a long, premeditated and rather unfunny joke. Talk about turning a lines worth of ideas into a page of utter drivel. I only wrote it to test out Kindwords 3 which, incidentally, I've had for a year now and only just got to work. The manual was about as much use as an illustrated encyclopedia of John Major's erogenous zones.

Oh, I'll shut up now.

Goodbye Daniel Brown, London.

73.247%? I think not, Daniel. Watch this space for elaboration...

DO THE write thing

better, as far as I'm concerned. I love to pummel the baddies into the ground, pull their fingers off and make novelty combs out of them. I love to watch them writhing helplessly, choking in their own blood, as the acid eats slowly away at their eyeballs, and their entrails flop wetly onto the ground, all tangled up like some sick, organic rubik puzzle.

I've been playing violent video games all my life, and it's never done me any harm. I hate people who say games are dangerous. They make me really ANGRY. I mean REALLY ANGRY!!! I WANT TO KILL THEM!!! LET ME AT THEM, THE DERANGED BLOODY SICKOS!!!! I'LL RIP THEIR HEADS OFF!!! I'LL SUPERGLUE THEIR BUTTOCKS TOGETHER!!!!!!! I'LL SQUASH THEIR....uhhh....my pills.....I neeed my pills.....

Yours sanely, Steven Bosanko, West Midlands.

We've got nothing to add to this.

'BIELBYESQUE VITRIOL'

Dear AP

An original letter? Tchyeah right. You printed instructions demanding better letters a few months back, what did you expect from a bunch of geeks like us? Can't you let a few more crappy letters like this in so that some of the Bielbyesque vitriol might be dished out? It might give sensitive adolescents a complex but hey, who cares, it gives everyone else a giggle.

In recent issues it seems that there has been an affiliation to certain software groups, as Prince probably didn't say "you Sensi-muthas".

I can't remember if I read somewhere that you were lookng for anecdotes, but if you were, try this one. Wait until Timbuktu comes up in the conversation then slip in this witticism. "Timbuktu? I haven't even bucked one yet." A drawback to this is that you have to be called Tim and you somehow have to get a West African city into the conversation, other than that it works a treat.

Someone said that it is better to be sexy and racy than sexist and racist, so viva 'Backsides' and bugger off you Norwegian twat.

I enjoyed (hurr hurr) the Cam files that you published a few months back, why haven't they been carried on? The next one in the series should have Cam dressing up in an anorak and NHS glasses reviewing train and flight simulations, and giving an in-depth review of a 19394076kjgkg.4 accelerator (stop it you're turning me on!)

Love the mag.....mutter, mutter.........publish this......mutter, mutter (fade to incomprehensible muttering).

Yours sincerely Tim Page, Hants.

Next time we do a 'How To Write A Letter' column, perhaps we should mention Amiga games in it somewhere as being a 'hot topic'. Or perhaps not. Who knows?

'I FELT QUITE UNWORTHY'

Dear AP,

Neil Cully, er? What a smart bloke. He knows all those really complicated words, and after reading his letter in issue 33 I felt quite unworthy of living on the same planet and breathing the same air. Just think if he wrote for AP, we'd have simply dozens of brilliant reviews on which to feast our eyes. Okay, so nobody would be able to understand them, but so what? The wealth of long and pretty words more than compensates for that minor discrepancy. Please send a reading list right away so that I can learn to be a top-smart-bloke and an all-round whiz writer. Ta.

Cheers, thankyou and goodbye, A Partly Toasted Cheese Sandwich, Kent.

'IN VIEW OF THE RESPONDING SUCCESS'

Dear AP

In view of the responding success of the 'smallest' thing you can think of competition, might I suggest that you repeat the exercise, substituting 'lowest' and 'shortest' for 'smallest'? I am sure this world lead to some excellent entries. Indeed my own contenders for these respective accolades follow:

Lowest:

The integrity of mail order companies whose advertisements state their prices are valid until a certain date, but who proceed, on receipt of an order, to charge more than the advertised price by the subtle ploy of delaying despatch of the item until the 'guaranteed price' period has expired, and then ignore any enquiries about their policy.

Shortest:

My attention sp.......sorry?

Andrew McGuire, Leicester.

Eh? What? Oh, sorry Andrew, you lost us after the second sentence or so.

'SHORT, SCOTTISH BOD'

Dear Bumkin Chumkin Munchkins at AMIGA POWER

I am an alien from the unknown planet ZOGALOBASINGASONGAWITHACARROTSHOVEDUPYOURNOSEA

I'm very depressed as my nostril hairs have started to turn a purpley-green colour and have gone off on a world tour with some odd chap called Michael Wackson or somebody only to be accused of harassing some little kids. I was so angry from hearing this that it caused the typewriter to explode inside my left foot, so thus I'm now forced to spend my days bouncing up and down on my head on the third shelf of an MFI store, somewhere in the vicinity of Birmingham.

Anyway, having bought your magazine once, I decided to subscribe to it as you are really rather funny, especially the short, Scottish bod with the virtually bald head.

Seeing as I came from another galaxy, I was rather ignorant about your 'computer technology' . I began to ponder over many annoying queries eg what exactly IS this 'Amiga' thing you keep on talking about? Coming to that, what are these 'Disk' things that you keep on talking about? What precisely is your magazine actually about?

These peculiarities had me strutting about my MFI store all night, and after much thinking decided to go and get one of these 'Amigas'. After a little searching around the store I came across one and took it out of its box.

But, alas my dear friends, I was still at a loss with what to do with this fine piece of white machinery. After much pondering about the matter, I shoved it in a saucepan and put it in an adjacent oven on gas mark five. After many strained sounds coming from the oven, it popped out, steaming violently. I then placed it between two slices of bread and popped it in my mouth. IT WAS LOVELY! The disks made a beautiful spicy seasoner and an extra disk drive with a printer or two topped it off for desserts!

I now naturally assume that you are a gourmet Amiga cooking mag: although you are best eaten raw with a little moisturiser!

Yours edibly

John Robins, Teddington, Middlesex.

PS. I also tried out two consoles while I was at it (a SNES and a MEGADRIVE) but they weren't nearly as tasty as your Amiga!

Oh, as we are so often wont to say, dear.

'READ PAPERS LIKE THE SUN'

Dear AP & Readers

Refering to Mark Bobowicz's letter in AP32 (of which Stuart gave a frank and excellent reply) I feel the need to voice the opinion of perhaps 95% of AP readers.

Firstly, I buy VIZ magazine because I love a joke, if I didn't like the vulgarity I'd probably be purchasing Readers Digest.

Prefering to live in Cloud Cuckoo Land as I do, I read papers like the Sun because I don't have to take it all too seriously. Otherwise I'd be seen reading the Times.

Now I buy AMIGA POWER because of the humorous text (more please!) I like to read about games, and have a laugh while doing so. If I wanted to get serious I'd buy some technical type rag that's on the market but by page 6 I'd be asleep.

By the way I'm not some sad student stereotype Amiga owner. I am a 25 year old accountant with a real life. The thing is, Mr Blobbywicz, I have a choice of what I do to escape that life and if I didn't like what I did – I'd stop! Get the message???

Erm! Thank you and goodnight. Chris Morris, Tadcaster.

But then, strangely...

'THAT MAKES ME FEEL BIG'

Dear AMIGA POWER,

Wow, I'm impressed. "By what?" you may be asking. Well I've just bought the latest issue (33) of your admittedly very expensive magazine and have been more than bowled over by the subtle changes that have been suddenly implemented (and I had probably a bit to do with that makes me feel big), compared to the last few months.

You may remember me, I'm the geezer with the ludicrously bizarre name, who used to constantly write in moaning and winging about everything under the sun and never saying or doing anything constructive. I even had the honour of having my latest missive printed in issue 32, pride of place in the letters section. It slated you for the way AMIGA POWER had changed for the worse since its inception and how I wasn't going to buy it anymore. Well ignore all that because if things carry on the way they are in furture then I will always rush to the shops and purchase this once again great mag.

I suppose I was going over the top a bit with my last letter – I mean it's silly not to expect you to talk 100% about the

CD32 SOFTWARE winner

'THIS LETTER ISN'T ALL CRITICISM'

Dear AMIGA POWER

Recently I purchased a CD32 and its great (not) controller. On the back of the box, Commodore boast of their , "eleven button ergonomically designed joypad controller"... but I beg to differ! The controller looks good, but after an hour of solid gameplay I began to get severe thumb ache. The controller is unwieldy, uncomfortable and badly designed for gameplay. (Commodore I hope you're listening!) Is there any hope that Commodore might design a new one? Or perhaps some other company should take up the initiative... (I really don't care, as long are there are some good controllers on the market soon!)

This letter isn't all criticism, and due merit must go to Commodore for their great machine, the CD32! The games for it really are visually stunning (if you've upgraded from an Amiga 500), and the music...oh the music.... it's too good to be true!! I advise all you people out there to go and buy one immediately, I will accept no excuses, so do it.

Yours monthly, Nicholas Witcomb, Hampshire.

Don't despair, Nicholas – second-party joypads can surely only be days away and a mouse works well for some games. Meanwhile, we agree – buy a CD32 now, kids.

UKELELE MUSIC CD winner

"SINGING ABOUT WINDOWS"

Dear AMIGA POWER

What. I say what, has your reviewer Jonathan Nash got against George Formby? (AP33) George was singing about Windows years before a certain little lady called Miss Dos (sorry – Ms Dos, we have to be PC these days) *(Oh please stop, my sides are aching. – Ed)* invented the computer. Formby numbers amongst the truly great banjo playing British musical stars of the late thirties *(who were the others? – Ed)* while I suspect that by the time he is in his late thirties Mr Nash will only be able to play the banjo badly. IF AT ALL.

Yours, Ian 'Mr Woo' Nicholson, London.
PS. Turned out nice again.

Jonathan says, "What I've got against George Formby is this: a year or two ago I was inveigled into watching the complete works of George Formby during a comedy retrospective. And the thing about George Formby is that after enjoying the high-octane slapstick and/or verbal quicksilver of the Marx Brothers, Olsen and Johnson, the Three Stooges, Abbott and Costello and even Wheeler and Woolsey, watching nine hours of a man from Lancashire playing a ukelele was like being slowly killed. Even the other people in his films looked embarrassed.

And the only way I would ever get a sound out of a banjo is by violently and repeatedly bringing it down over George Formby's head, except he died a number of years ago which is quite a lucky break for all concerned. –
Jonathan Nash
PS. No, it hasn't.

Amiga and its games all the time. The latest issue looks and feels like a proper computer magazine again with a style all of its own. I love the way you come down hard on games which are overpriced and have far too much disk accessing , things that are overlooked by other Amiga mags. The only way to get softies to get their act together is to let them know where they're going wrong. Keep this up.

I still have some ideas to improve your mag even further though. Bring back second opinion, it was an excellent idea, have more diaries and game challenges and don't make your reviews too complicated to read. The colour of the pages for "The shape of things to come" leaves a lot to be desired, grey is hardly the most exciting colour in the world as well as making the text harder to read than usual. I wish the whole of your mag had darker, easier to read text, but that's up to you. Oh, and keep "In the style of...".

The way forward for AMIGA POWER iin '94 is to strive to be like it was in the Matt Bieldy golden age as much as possible. You don't need him or Mark Ramshaw for that you know. Your new issue with its superb cover adheres to this philosophy and long may you continue in this way. AMIGA POWER in its new form does the Amiga proud and the Amiga needs all the help it can get in these hard times. I know it seems a bit sad to spend so much time writing about such a subject but I felt I had to write to congratulate you and give moral support. I want to buy the AMIGA POWER I want to read and this is it, almost. I just hope you don't go and spoil it now by going back to your old style.

One last thing, I have a confession to make. *Rainbow Islands*. Yes, believe it or not I actually like the game now! so much so that I went out and bought it on budget and very good it is too. A bit hard on level 5 and 6. I also like the *Blues Brothers* now as well and because I talk so much rubbish sometimes you have my permission to beat me up quite badly, okay? Now after all this praise and damnation (and this letter is genuine) could I please have that free game that I never had from you despite getting quite a few letters published. I am a good boy supporting the Amiga by buying games and never copying pirate copies. Keep up the new style mag.

Mark Bobowicz
London

We really weren't inclined to believe this letter, but it had a full and correct address and it looks like Mark's handwriting, so... blimey. We can't tell you how glad we are that you've seen the light, Mark. Stay with us. Yours in Rainbow Islands, *the AP kids.*

"ALRIGHT GORGEOUS GIRLFRIEND"

Dear AMIGA POWER,

It's late this cold Sunday evening, a time when most folk have gone to bed or are at least considering retiring for the evening (no doubt contemplating the week full of anxiety and lethargy that awaits their arrival tomorrow morning). For me meanwhile the week promises a far more exciting agenda; for I have been awarded an accolade much sought after by the mouldy masses of this isle, the prize is quite simply a week off.

A week far removed from cold bedroom floors, toast on the move and apologies to the boss. A week where I call the shots, and where I can eat my toast at leisure. Heaven.

But all is not well in my very Eden. There is something amiss, something wrong, something akin to a vacuum. An object? Yes – it's an object, and it's missing.

A checklist:

One girlfriend – check (alright gorgeous girlfriend – satisfied now Kellie?)
One girlfriend's student accomodation – check
Cheap Student Union Beer – check
Ample supplies of food – erm... check
An unbroken supply of tea – check
Agreeable company – check
My Amiga 1200 – missing

My computer is missing. Yes it's sad I know, but that's the reality of the situation. having escaped the clutches of my mundane existence and found this segment of the Sussex Coast known to but a few as the 'Garden of Delights' I find that I miss my very own 'Box of Delights'.

The moral of this story...? To lead an intensely satisfying and complete life you should always try and live by a few simple rules:

1. Eat a healthy diet
2. Never rush (people think nothing more of you if you do)
3. Give your girlfriend the occasional peck on the cheek and tell her how beautiful she looks today.
4. If you take a holiday, always try and leave enough space in your bag for your Amiga.

Yours sincerely,
Mathew Bainton, Bristol

Kellie – if you can read this, run away and run fast now. There are plenty of excellent night spots to go to on the Sussex Coast – try The Zap for alternative rave or The Casablanca for excellent jazz – but NEVER invite this bozo over for the week again. You know it makes sense.

"GIVE NO DETAILS"

Dear AMIGA POWER,

In your December issue, you mention the Naltex Keyboard Glove (on P.10) but unfortunately give no details of stockists, etc. Please could you let me know where this is obtainable?

Yours sincerely, K. Simmonds (Mrs.), Glasbury, Hereford.

Ha, ha, ha, ha, ha, ha – oh deary, deary, dear – ask Amiga Shopper, wontcha?

"A RESPONSE FROM A BOY"

Dear AMIGA POWER,

Early last year I placed an ad in the Secret Garden. About a week later I had a response from a boy who named himself (the probably fake) Scott Bssey, and we agreed that he would buy *Dynablaster* from me for a sum of £10. He insisted that I send the game off to him first before he sent me the money, so, stupidly, I did.

It's been nearly half a year since that conversation, and still, despite many reminders and 'nasty' letters I haven't recieved the £10 that he owes me. I'm not writing this letter to have a go at the Secret Garden or anything (I blame myself), I'm just trying to warn future advertisers to watch out for people like Scott 'scum of the earth' Bssey, especially when selling or swapping hardware or software that is worth a lot of money. Beware!

Yours faithfully, Chris Rayment, Tunbridge Wells.

Shame on you Scott (if that's your real name) Bssey. Pay up! The Secret Garden is something that we do as a service to all of our readers in order to promote world harmony and stuff – so don't be tight!

'AND ANOTHER THING'

Also, don't call Heavy Metal trash!!
Brian Mayall, Banbury, Oxon
Okay, Brian. It's crap.

How do you improve the best mag under the sun?
Joseph 'O' Connor, Co. Cork, Eire.
What, Marie-Claire? How would we know?

Incidentally, I have 28 blank disks as a bonus!
Daryl Bath, Ramsgate, Kent.

Having interrupted my study to write this desperate letter I hope that you will take responsibility if I fail my highers.
Graeme Donohoe, only one team in Ayrshire, Scotland.
No.

...where were my two other software titles?
Stephen Bielby, Lancashire.
Bielby – that's a bit of a stupid name, isn't it?

When is the press going to realise that they cannot pin the blame for society's shortcomings on a small group of individuals?
Andrew Margarson, Sheffield.
Well, unless they're the government.

I have been a reader of the magazine since issue 10 and today I was lucky enough to lay my hands on two old issues – 4 and 6.
Richard Downs, Worthing

Imagine the world as an orange at a gardening competition, and there are (approximately) five billion little titchy microbes crawling about on it. Enter God, disguised as the judge. Now, our mate God can either stick a knitting needle in the orange or listen to the microbes praying. he takes the latter option. Meanwhile one of the microbes invents the home computer and all the microbes worship that instead. Except the ones that can't afford one. They (about half the population) turn to poverty and then die. Is that a bit deep and meaningful for you, or a load of crap?
Urgleflogger, spawn of the pit.
'Nuff said.

SUPER PLAY

Every month, more SNES owners read this magazine than any other...

100% FOR SUPER NINTENDO PLAYERS スーパープレイ £2.50 Y890

BRITAIN'S BEST-SELLING SNES MAGAZINE

SUPER PLAY ISSUE 17

MARCH 1994

REVIEWED!
- LETHAL ENFORCERS
- MYSTICAL NINJA 2
- DRAGON BALL Z 2
- KING OF THE MONSTERS 2
- SPACE ACE
- NBA JAM

And lots more!

MEGA MAN X

The Japanese went wild over it – now it's our turn to play!

...now why do you think that is?
***Super Play*: try it and find out.**

SUPER PLAY ISSUE 17 ON SALE NOW!

PD

Would you trust someone who puts Calamity Jane in his top 10 all-time films to review PD? Strangely, AMIGA POWER does. But they refuse to publish something like. 'Dave Golder gets whip-cracking away on the latest batch of PD' for fear of losing credibility. It's all very sad, really.

POLYMORF

Polymorf
PD
NBS/PD Soft

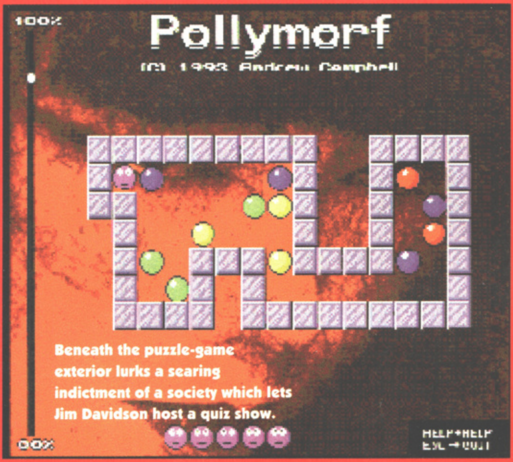
Calm down, Red Dwarf fans. This game has nothing to do with the classic Red Dwarf episode. Non-Red Dwarf fans can calm down too, safe in the knowledge they're not going to have to suffer a review packed with, 'smoke me a kipper' and 'we'll always have parrots' references – don't you just hate the way Red Dwarf fans speak in quotations from the series?

In fact, I'm not sure why this is called *Polymorf* at all. Things explode and vanish, sure, but they don't 'morf'. The main character looks like he should, but he doesn't. All he does is move balls around weirdly-shaped rooms in an attempt to get two of the same colour next to each other, at which point they vanish.

It's all very much like the classic game *Bulldozer* (so a friend with a CPC – don't laugh – informs me). The concept is simple enough, but it's far from simple to play. The balls are always arranged in such a way that one false move means you're completely stuck – if a ball ends up on a wall, you can't get behind it to push it out; if it ends up in a corner, it can't move at all.

The execution of the game is top rate. The controls are logical and responsive, the graphics are polished (but don't stray into 'what-the-hell's-going-on-flashy-demo-effects territory) and the puzzles have been ingeniously worked out. My only gripe is that it does get a bit too hard too quickly. But that might be because I'm thick.

VERDICT: This game is guilty, M'lud. I'm not sure what of, but I've always wanted to use that line in this verdict, and as this is my penultimate column, I thought I'd better while I had the chance. ★★★★



Beneath the puzzle-game exterior lurks a searing indictment of a society which lets Jim Davidson host a quiz show.

MEGAMIND

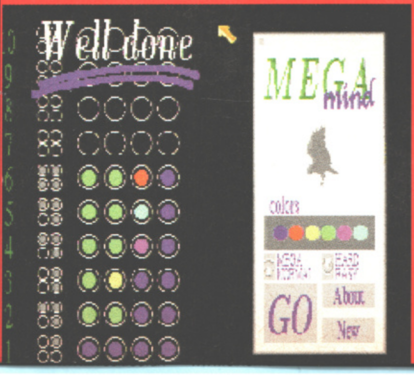
Megamind
PD
PD Soft/NBS

Anyone remember the puzzle game Mastermind? That was the one that had nothing to do with the television series (except for the slight hint of a black chair on the packaging).

It was a memory game in which player A placed four colour pegs behind a little screen to form a secret code which player B had to crack. Player B would place four pegs on the board, and Player A would then tell him how many of those pegs were the right colour, but in the wrong place, and how many were the right colour and in the same place as the pegs in the code. From this Player B would attempt to deduce the correct code. Player A meanwhile would get very bored, because Player B was taking such a long time, and would nip out to make a cuppa at which point Player B sneaked a look at the secret code. Player A would come back into the room at this precise moment to ask where the sugar was kept, see Player B cheating, and kick his head in.

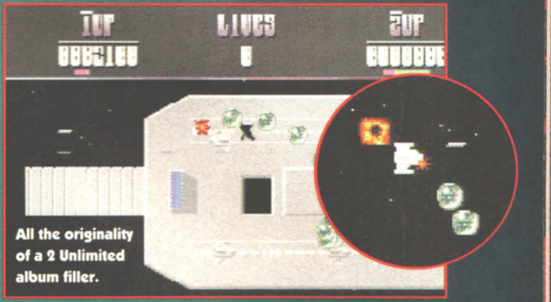
This computer version is a lot safer, because the computer is Player A and it doesn't get bored. Actually the game is brilliantly suited for computerisation, and *Megamind* is a very good version, with some very slick presentation.

VERDICT: This is a… beep, beep, beep – I've started so I'll finish… pretty damn good puzzle game. ★★★



Code-cracking calculations.

NOSTALGIUM



All the originality of a 2 Unlimited album filler.

Nostalgium
PD
PD Soft/NBS

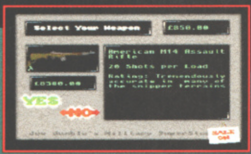
I take it this game is called *Nostalgium* because it is supposed to evoke memories of those simple but classic shoot-'em-ups of yesteryear – *Defender*, *Scramble*, *Phoenix*. Well it does. It makes you wish you were playing them instead of this pile of steaming sports socks.

You pilot a ship along a horizontally-scrolling screen. Well when I say pilot, I use the word reservedly. You can go up and down, but that's it. As you fly along you have to avoid crashing into other ships, shoot any enemies that fly your way and bomb buildings for extra fuel (I never did understand the logic behind that).

The basic concept is sound enough, and many great games have been based on it. This isn't one of them. It's not awful, but it's getting on that way. Trite graphics, dull enemies and repetitive action all add to the boredom factor.

VERDICT: Get *Caffeine Free Diet* instead. ★★

SHOOT-'EM-BADDIES


Select Your Weapon
£850.00
American M14 Assault Rifle
20 Shots per Load
Rating: Tremendously accurate in many of the snipper terrains
YES
NO
SALE ON

Shoot-'m-programmers

Shoot-'Em-Baddies
Shareware £6
NBS

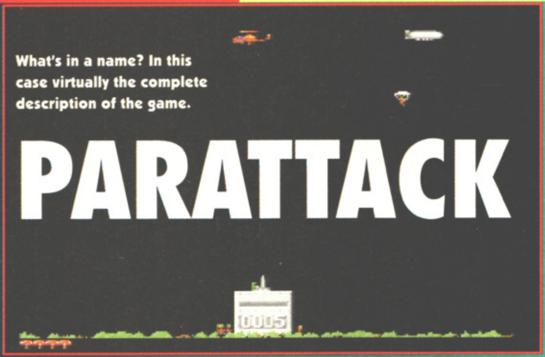
If after *Zombies*, all other mouse-controlled shooting gallery style programs seem a bit tame, then *Shoot-'Em-Baddies* is positively house-trained. It's not bad, but I wouldn't use the word exciting in its vicinity either.

The format is that you start off with enough money to buy a fairly basic gun, and then if you survive the first shoot-out you get some more money to buy a better gun. And so on.

The main problem is that your targets are so small and the graphics so grainy it's hard to spot them immediately. In fact, I wasn't impressed by the graphics at all. They've had some effort put into them, sure, but they just don't suit the game.

It's also so difficult, you get bored with it. Very quickly.

VERDICT: There are some much better shooting-gallery style games around. Check out *Zombies* for a start. ★★



What's in a name? In this case virtually the complete description of the game.

PARATTACK

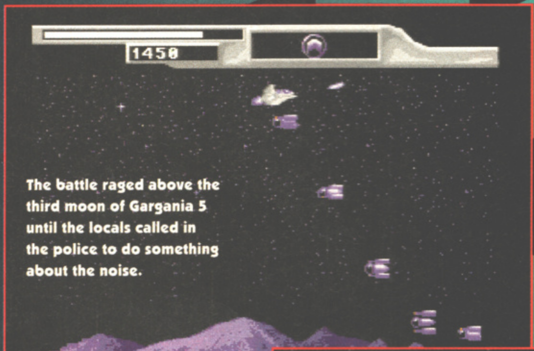
Parattack
PD
NBS/PD Soft

Look, I'm sorry. This game reeks of 'conversion of the 8-bit classic' but I can't remember the darned game if it is. *Bomber* in reverse is about the best I can come up with.

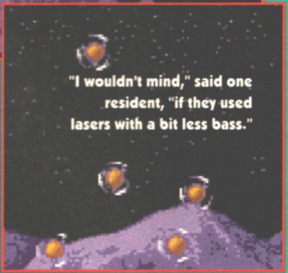
You have a swivelable gun turret at the bottom of the screen and a number of bullets. Aircraft fly overhead. If you shoot them down, you get extra bullets What complicates matters though, is that little paratroopers fall from them. If the para's reach the ground they dump their parachutes and start attacking your gun turret. When there are enough of them to overwhelm your defences, then the war's over for you, bud.

VERDICT: A shoot-'em-up that's fun for a while, but woefully repetitive. ★★

CAFFEINE FREE DIET



The battle raged above the third moon of Gargania 5 until the locals called in the police to do something about the noise.



"I wouldn't mind," said one resident, "if they used lasers with a bit less bass."

Caffeine Free Diet
PD
NBS

If you want to do a classic-style PD shoot-'em-up, then take a look at CFD – it gets the formula just right. It does a darned fine imitation of *Scramble*-style blaster and adds a little gimmick of its own. In this case the gimmick is that when your ship flies up or down it doesn't remain horizontal – it's nose raises or dips.

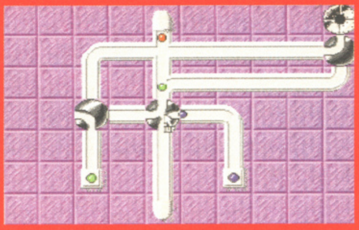
Okay, it's a pretty pointless gimmick, but it does give the game that little extra bit of character. Apart from that it's all the usual horizontal scrolling, enemies that attack in increasing complex waves and power-ups. Your ship is also affected by gravity, which takes extra piloting skill, and when enemies hit you it saps your energy as opposd to killing you outright.

Okay, it's about as original as an episode of Steven Spielberg's Amazing Stories, but frankly, I don't care. It's fast it's fun and it's relatively bug-free.

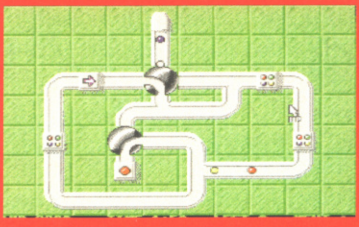
VERDICT: Not the greatest game you'll ever play, and about as intellectually stimulating as a Carry On movie, but what the hell? It's a decent shoot-'em-up that's well worth a blast. And that's what we like at AMIGA POWER, yessirree ★★★★

TOOBZ

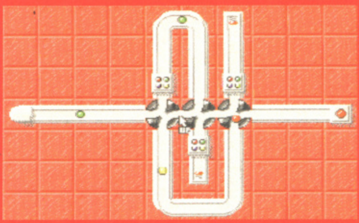
Toobz
Shareware £not specified
NBS



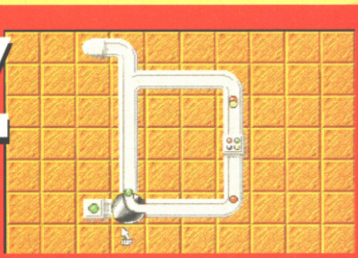
No, it's definitely a left then a right, or is that a right then a left? Is this a map the right way up?



Quick, down this slip road. This is the one. Ah, nope, this is just the Membury services.



Ah, I recognise this bit. This is definitely the Barnet by-pass. Or is it Silverstone?



I'm sure it was supposed to be a right at Nether Wallop. We're just going round in circles.

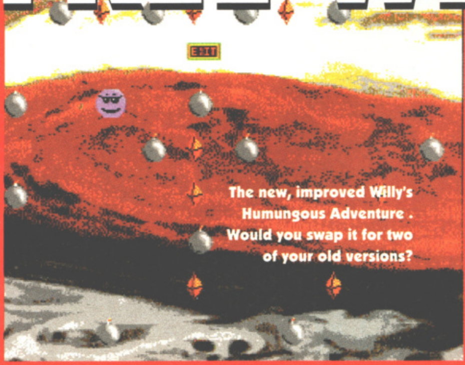
I'm not averse to the odd moan about shareware. I still reckon that too many people use it as a way of making a fast buck from sub-standard games. But when it produces a game like *Toobz*, which is of commercial quality (albeit budget commercial stuff) but doesn't have a price tag to match, you've got to admit that shareware is a concept worth having around.

Okay, I'll admit it. I loved *Toobz*. It's a superb, fast-paced puzzler in which you have to guide balls around networks of tubes to the exit tiles. You have to get a certain number of balls to the exits to complete a level and there are complications, the most important of which is that only balls that go through the correct exits count – red balls have to go through red exits, yellow balls through yellow exits, etc. And when a ball goes through the correct exit, the colour of that exits changes.

And that's only the start of your problems. The intersections in the pipe networks can be rotated to make the balls go in different direction, and you have to try and switch these around with split second timing. And there are loads of other tiles with various effects that have to be taken into account, most annoyingly the one that changes the colour of all the balls.

VERDICT: Ah, this is the bit where I have to say some more. Right, well if you like *Pipemania* and *Painter*, you'll love this (clichés'r'us). ★★★★★

FREE WILLY?



The new, improved Willy's Humungous Adventure . Would you swap it for two of your old versions?

Free Willy?

Blimey, somebody actually listened to me. I reviewed a game called *Willy's Humungous Adventure* back in issue 33, said some nice things about it and gave it a decent mark. One of the things that I did criticise however was the lack of variety in the graphics. Guess what? The author, Matthew Woodroof, has actually gone back and improved the graphics. He's also added a difficulty option. What a splendin man he is.

Why am I bothering to mention this? Er, well, I forgot to mention last time that the game is only available direct from Matthew himself (silly me, I'll forget my own, er... thingy soon), and it costs £3.50 (£6.50 if you want the AMOS source code as well). For your dosh you also get a couple of little 'zines from this generous gentleman, which can't be bad (well it could be but I'm not paid to review 'zines – I know my rights).

So for a slice of this fine puzzling action send your cheques (made payable to M Woodroof) to:
278 Priests Lane, Shenfield,
Brentwood, Essex CM15 8LD.

Contact addresses:PD Soft, 1 Bryant Avenue, Southend-on-Sea, Essex SS1 2YD. Tel: 0702 466933.
NBS, 1 Chain Lane, Newport, Isle of Wight PO30 5QA. Tel: 0983 529594.

WHATEVER NEXT?

Regular readers of our various Next Month sections probably wonder exactly why it is that we spend so much time and space on them, when we've clearly got absolutely no idea what's going to happen in the subsequent issue. Well, er, we're not really sure. It's certainly not to make room for top-quality humour, given the perilously poor nature of what usually ends up in these boxes. And it's not to deliberately draw attention to our notorious unprofessionalism, because we figure that if you've been reading the magazine for any amount of time, you know about that already. And it's not even to let you know what date the next issue's coming out on, because we seem to get that wrong most of the time as well. So, um, we give up. Here's a competition instead. If you can guess what's going to be in AP36, write in and tell us. The closest entry wins the top five games from next month's Gallup Top 30. Get your entry to us before...

March 17th

or you'll be cheating, clearly.

AMIGA POWER 36 WILL BRING YOU:

REGULAR FEATURES –

AMIGA POWER just wouldn't be the same without letters from you, the latest news on hardware and events, a complete rundown of the best games around, and those same five jokes that we dust off and use every month. (Plus this one)

HINTS AND TIPS -

If you're stuck in a game, Rich Pelley's the man you need to talk to. There's quite literally no-one in the entire world who knows more about Amiga games. Well, no-one who works in our tips section, anyway. (Oh, and we'll have some more *Cannon Fodder* tips, by the way).

PREVIEWS –

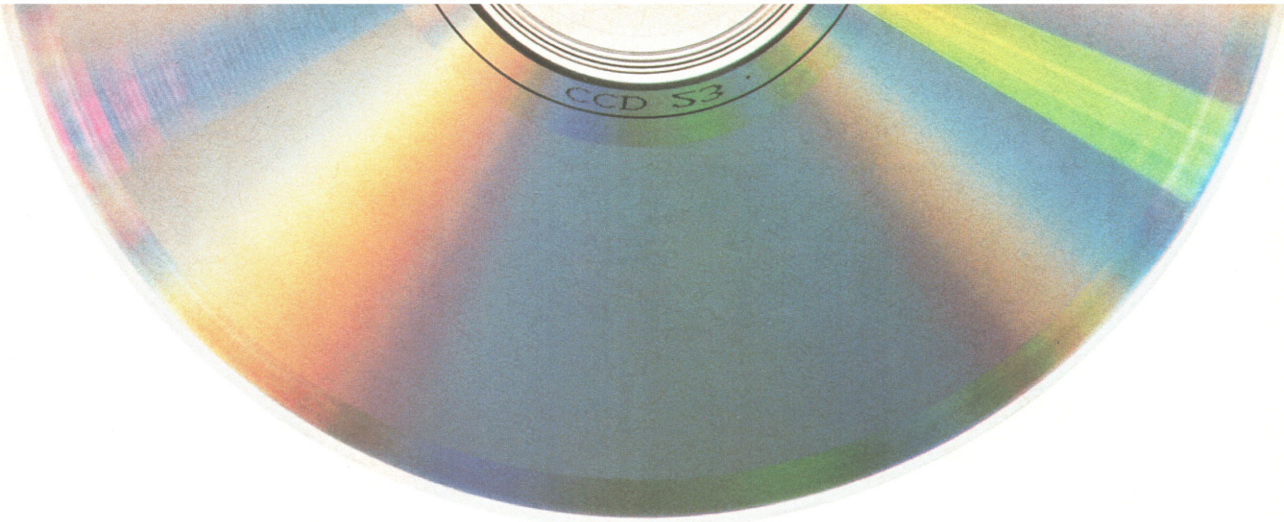
What's the difference between a review and a preview? Well, one of them's got a 'P' on the front, and the other one's got a score on the end. But there's more to it than that, and you can find out exactly how much more next month, when we take a look at some of the most exciting things due to hit the Amiga in the next few months. Not sure what they are yet, tho'.

COMPETITIONS –

We reckon we've actually struck on a bit of a winning formula here, so don't be at all surprised to see another chance to win a CD32 in AP36. But hey, why not amuse yourself by wondering which software house we'll get to fork out for it this time?

REVIEWS –

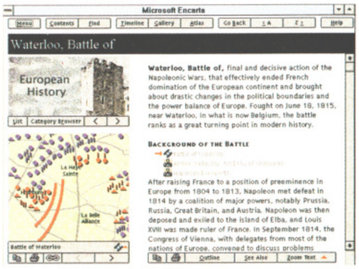
Damn. Quite frankly, any magazine editor who tells you with any confidence what's going to be in their new issue before they've actually written it, is lying. There's so much that can go wrong – games get delayed, programmers get run over by buses, PR people go in the huff and refuse to bring things round, or software houses simply decide at the last minute not to bother releasing something at all. And then there's the likes of *Microcosm* and *Apocalypse*, of course. Laws unto themselves. But we think we might, just might, review them both next month. Don't hold your breath, though.



Feed your brain.

We went to the beach, just Grandma and me.
1

Educate.


Microsoft Encarta
Menu
Contents
Find
Timeline
Gallery
Atlas
Go Back
Help
European History
List
Category Browser
La Haye Sainte
La Belle Alliance
Battle of Waterloo
Outline
See Also
Zoom Text

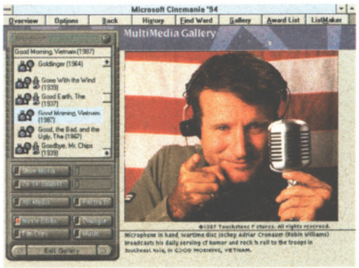
Waterloo, Battle of

Waterloo, Battle of, final and decisive action of the Napoleonic Wars, that effectively ended French domination of the European continent and brought about drastic changes in the political boundaries and the power balance of Europe. Fought on June 18, 1815, near Waterloo, in what is now Belgium, the battle ranks as a great turning point in modern history.

BACKGROUND OF THE BATTLE

After raising France to a position of preeminence in Europe from 1804 to 1813, Napoleon met defeat in 1814 by a coalition of major powers, notably Prussia, Russia, Great Britain, and Austria. Napoleon was then deposed and exiled to the island of Elba, and Louis XVIII was made ruler of France. In September 1814, the Congress of Vienna, with delegates from most of the nations of Europe, convened to discuss problems

Inform.


Microsoft Cinemania '94
Overview
Options
Back
History
Find Word
Gallery
Award List
ListMaker
MultiMedia Gallery
Good Morning, Vietnam (1987)
Goldfinger (1964)
Gone With the Wind (1939)
Good Earth, The (1937)
Good Morning, Vietnam (1987)
Good, the Bad, and the Ugly, The (1967)
Goodbye, Mr. Chips (1939)
Exit Gallery

©1987 Touchstone Pictures. All rights reserved.

Microphone in hand, wartime disc jockey Adrian Cronauer (Robin Williams) broadcasts his daily serving of humor and rock 'n roll to the troops in Southeast Asia, in GOOD MORNING, VIETNAM.

Entertain.

CD-ROM Today

We'd like to help you explore the amazing new world of CD-ROM for the Mac and PC.

Our magazine, complete with 600Mb disc, is out on March 31st – Easter weekend. See you then!

Future
PUBLISHING

THE BOTTOM LINE

The babies in blue are the new ones, those in red are the essential, 'must-buy' ones and the rest is so damned obvious that I'm not about to waste valuable ink, not to mention my time, explaining them to you – is that clear?

THE BOTTOM LINE

(AND HOW TO UNDERSTAND IT)

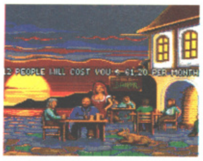
Excellent ★★★★★ Nearly there ★★★★ Very good
★★★ Has its moments ★★ Flawed ★ Dire

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All-Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about just about every full price game you're even slightly likely to think about buying.

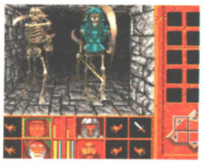
WHO'S WHO CW – Cam Winstanley ● DG – Dave Golder ● GP – Gary Penn ● JD – Jonathan Davies ● JN– Jonathon Nash ● LB – Linda Barker ● MR – Mark Ramshaw ● MS – Matthew Squires ● RL – Richard Longhurst ● RP – Rich Pelley ● SC – Stuart Campbell ● SF – Steve Faragher ● SM – Steve McGill ● TN – Tim Norris ● TT – Tim Tucker

1869
Flair Software £29.99



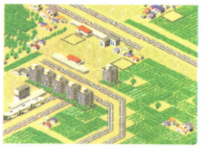
AP27 79% DG
Powerfully complex high seas trading sim set in, you've guessed it, 1869. Easy to get into, generally fantastic for strategy fans and history-of-shipping enthusiasts, but otherwise just a little bit dull from a visual action point of view. ★★★

ABANDONED PLACES 2
ICE £34.99



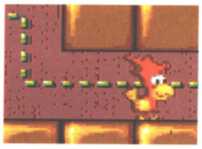
AP27 58% TN
Follow-up to (surprise, surprise) *Abandoned Places 1*, this is fairly standard RPG fare. It's big, it's easy to control and it looks great, but in the end, you'll find that the disk-swapping and copy-protection-code-demanding really get in the way of your fantasy enjoyment. Competent, but hardly outstanding. ★★

A-TRAIN
Ocean £34.99



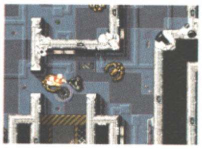
AP24 82% RL Top 100 No.81
Slow-paced but thoroughly engrossing god sim, where you build up towns around a fledgling train network. Stunning graphics and gameplay so deep you'd probably break your ankle if you fell into it. A visually attractive strategy game – now there's something you don't see every day.
★★★★

ALFRED CHICKEN
MIndscape £25.99



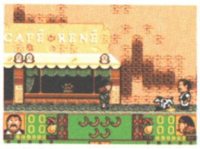
AP31 70% JD
One of the top characters from the Nintendo Game Boy survives the transition by becoming one of the Amiga's cutest characters. He clucks, he struts, he dives headfirst into the ground, but apart from these amusing poultry manoeuvres, Alfred's stuck firmly in predictable platform land, where bad guys hate it if you jump on their heads, and spiky balls twirl around on the end of long chains. Fun? Well yes, but in a fairly traditional sort of way.
★★★

ALIEN BREED 2
Team 17 £29.99



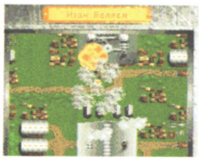
AP32 81% CW
It's *Alien Breed 1* only bigger, better and much, much harder. From an overhead viewpoint you guide your character around a maze of futuristic buildings collecting instruments of death and destruction and using them on the aliens. Loud noises and lots of splatter and gore add to the fundamental enjoyment of proving your superiority to these alien scum. Eat Plasma death, bug eyes. It says here. ★★★

'ALLO 'ALLO CARTOON FUN
Alternative £24.99



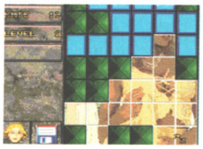
AP33 37% CW
Farcical french fun with all your favourites from the eponymous television show. Sadly the game is rather bland and dull with about as much humour as something that hasn't got very much humour at all. It's a platformer with naff gameplay, slow scrolling, over long disk accessing and no new ideas. ★

THE ANCIENT ART OF WAR IN THE SKIES
Microprose £34.99



AP27 65% CW
Wide-ranging World War 1 air combat and strategy sim, mostly let down by horrendous disk accessing. You can swap between an overall view of the battlefield, and sitting in with your bomber and fighter crews on missions – bombing runs are great fun, while dogfights, er, aren't. It adds up to an entertaining and challenging wargame that's tricky to recommend unless you've got a hard drive. ★★★

BACK SIDES
Emotional Pictures £25.99

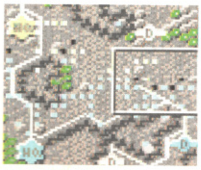


AP27 20% JD
The ancient game of Othello has mesmerised mankind for centuries. And now (at last), it's been brought bang up-to-date – in this new version, the more tiles you flip, the more you get to see of 'attractive' young ladies in various states of undress. Now, you might expect this to be poorly programmed, badly playtested, tacky old rubbish – and you'd be right. It's also pretty good at playing Othello, though. Damn. ★

BARD'S TALE CONSTRUCTION KIT
Electronic Arts £29.99

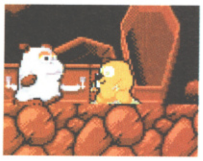
AP23 62% JD
It's a construction kit for *The Bard's Tale*, isn't it? Does the job well, but you'd have to be a real fanatic to plough through the unfriendly and unforgiving interface it uses to do it. Then again, if you were thinking about buying this in the first place, that's exactly what you'd be. So, er, that's alright then. ★★★

BATTLE ISLE '93
Blue Byte £25.95



AP27 86% CW
Not the long-awaited *Battle Isle 2* (due out in early 1994), but pretty much the original *Battle Isle* set in space – on a moon, to be more specific. Including all the stuff that made *BI* such a favourite (plus, unfortunately, the original's occasionally annoying slowness), this is a wargame that would entertain many an arcade fan with a good hour or so to spare.
★★★★

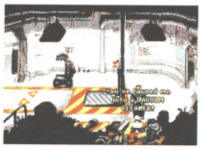
BEAVERS
Grandslam £25.99



AP26 71% SC
Adequate cute platformy antics, featuring a beaver. Natural history devotees may be disappointed by the lack of attention to dam-building, while the rest of us have to put up with dodgy controls and loads of disk-swapping. Engaging enough while it holds your attention, but really nothing all that special.
★★★

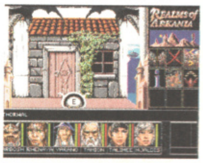
BENEATH A STEEL SKY
Virgin £34.99

AP33 86% CW
This massive point and click adventure comes with a couple of features that are often lacking in this genre. The first is the amazing graphics, scanned from Dave Gibbons excellent artwork and the second is the tremendously good plot. Go ahead, immerse yourself.
★★★★★

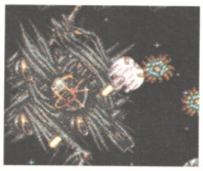


BLADE OF DESTINY
US Gold £39.99

AP30 67% (A1200 75%) RP
It might look like another *Legends Of Valour*, but don't be fooled – this RPG is dull, badly-designed, a major pain to play without a hard drive, and stupidly, greedily, ridiculously expensive. Don't bother. ★★★

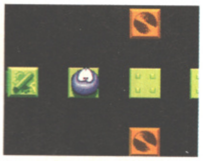


BLASTAR
Core £25.99



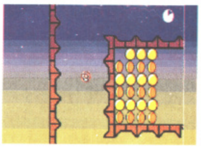
AP31 37% CW
Hailed by some as the future of video gaming, *Blastar's* an unfortunate mish-mash of tired game genres thrown haphazardly together with lots of gorgeous graphics. Flying around and shooting things was rarely so nice-looking yet completely tedious, and the whole experience is slightly less enjoyable than watching re-runs of the cult Australian '70s TV series Canoe Squad. ★

BLOB
Core Design £25.99



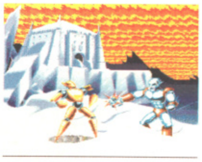
AP29 88% SC
Get this – you control a friendly blue blob who bounces up (out of the screen) and down (into the screen) onto little floaty platforms hanging in space. Off-beat? Definitely, and playing this puzzler's even more bizarre than reading about it. For a plain round thing, the blob's so cute it's practically illegal, and watching it plummet to its death is a sight that can reduce even grown men to tears.
★★★★★

BOB'S BAD DAY
Psygnosis £29.99



AP32 85% CW
Original and great fun *Bob's Bad Day* is a puzzler with a difference. Bob loses his body at the beginning of the story (careless huh?) and his head has to go and find it. The game system involves spinning a maze around so that Bob's head rolls into the right areas. The sparse, nay, primitive graphics of *Bob's Bad Day* in no way detract from the novel and absorbing gameplay. ★★★★

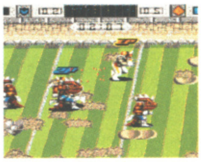
BODY BLOWS GALACTIC
Team 17 £26.99



AP33 72% CW
Great graphics and loads of weird combatants do not really lift this game out of ordinariness. Weedy sound effects mean that you don't feel like you're hitting anything and, frankly, it's too slow.★★★

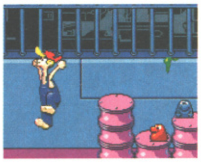
BODY BLOWS GALACTIC
ENHANCED 1200 VERSION
Team 17 £29.99
AP33 79% SM
Three quid extra for marginally nicer graphics. It runs faster but then you bought an A1200 so that it would, didn't you? Worth a look for the unfeasibly strange contestants.★★★

BRUTAL SPORTS FOOTBALL
Millenium £25.99



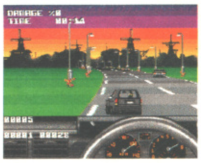
AP32 88% SM
This excellent sports game is one of the variety that is viewed from the side with a pitch that is three or four screens wide. The scrolling is very smooth and the animations all extremely good. The object of the game is to score goals in a sort of Australian Rules Football set in a fantasy world. You have a choice of teams, including several intelligent animal ones. The twist comes in the quantity of violence, decapitation is a fairly common occurence. The control system is intuitive and extremely good, the choice of tactics almost unlimited.★★★★

BUBBA 'N' STIX
Core £25.99



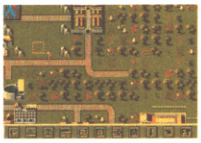
AP34 84 % CW
Redresses the shortage in the games market for inbred morons from the deep South of America. Bubba is our eponymous hero who has to get back to planet Earth. To help him, he has an intelligent stick, which has the same kind of functions as a Swiss army knife. Both have got to battle through five levels of increasing difficulty. Superb animation and nice little touches put it way above the average game of this sort. ★★★★

BURNING RUBBER
Ocean £25.99



AP30 79% SC
A curiously different driving game, concentrating more on a near-realistic rallying notion than outright high-octane driving thrills, and turning out all the better for it. It's technically a bit shabby, to be honest, but it's surprisingly good fun. ★★★★

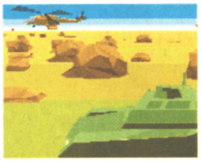
CAESAR DELUXE
Impressions £29.99



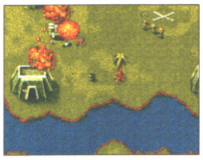
AP30 68% RP
Sim City-esque strategy wargame type of affair, with more to do than the original (that's both the original *Caesar* and the original *Sim City*), but no particularly interesting ways to do any of it. Not bad, but it doesn't transcend its setting for non-Roman Empire fans. ★★★

CAMPAIGN 2
Empire £24.99

AP34 51% CW
Looked forward to with enthusiastic anticipation, this game proved to be the biggest let down since the failure of Chamberlain to save the Sudetanland. Gets bogged down by overly pedantic battle map graphic details and battle information flashes. Not so much an exciting modern wargame as an unworkable mess.★★

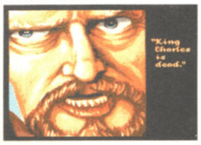


CANNON FODDER
Virgin £29.99



AP32 94% CW
The joint highest score we've ever given a full-price release. Tanks, helicopters, planes, grenades, guns, zoooom, bang, akka-akka-akka, you're dead, I'm not. Rush out and buy this smoothly scrolling death dealer and when you get home you can lead your platoon of grunts through all the horrors of modern warfare. Fine graphics and superb sounds will keep you gripped through all 72 levels of this massive charmer that combines elements of startegy, puzzle and arcade action. War will never be this much fun again, allegedly.
★★★★★

CASTLES 2
Interplay £34.99



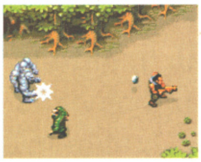
AP29 44% CW
It's every boy's dream to grow up and be the ruler of a small European province between the years of 1337 and 1453. At least that's the messed-up head-trip the programmers of this must have been on when they launched *Castles 2* on the unsuspecting masses. Grainy monochrome movie footage fails entirely to take your mind off the slow pace and shockingly poor battle sequences of this listless strategy/battle/conquest game.
★★

CHAMPIONSHIP MANAGER '93
Domark £25.99

AP27 80% TN
Excellent footy management sim, and a big improvement on its prequel, with (it's claimed) 37 additional features. Astonishing attention to detail makes it ideal for the more cerebral strategists among you, but there's still no on-screen football action – if you want to see your lads giving it 101% out there on the pitch, go for *Graham Taylor's* instead.
★★★

CHAOS ENGINE A1200
Mindscape £25.99

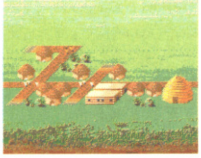
AP34 91%
A1200 upgrade to the ubiquitously adored original. Not too much difference graphically or playability wise, but everything does tend to look 'zingier' and better defined. If you've got the original A500 version, it's not going to be worth your time rushing out and buying this. If not, then what are you waiting for.★★★★★



CHUCK ROCK 2 – SON OF CHUCK
Core £25.99

AP24 83% CW Top 100 No.66
Chuck's son Junior battles against some of the biggest, cutest monsters of all time to get his pot-bellied dad back. Formula platform material is spiced up with funny and playable sub-games and high-class cartoon characters.
★★★★

CIVILISATION A1200
Kompart £34.99

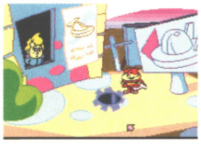


AP34 89% SF
The game that everyone knows about except your mum. Build cities with which to build armies with which to strike down and conquer your enemies. Failing that, embark on a space race and compete against fellow races in a rather boring utopian vision of the world. Whatever you choose, *Civilisation* is an absorbing game made all the more beautiful with the AGA upgrade.★★★★★

COOL SPOT
Virgin £29.99

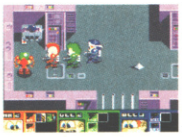
AP34 85% SC
Pretty standard platformer with the accent on 'pretty' and 'standard'. Not as good as either of the console versions, but who cares about that anyway? The main character makes the game. He's Cool, he's got no eyes and no matter what you try to make him do, he always does it in an inimitably cool fashion. Yes, it's a cool game.★★★★

COSMIC SPACEHEAD
Codemasters £25.99



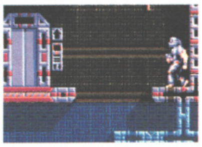
AP33 78% CW
A highly cute and rather amusing adventure for the younger members of the Amiga game playing family. *Cosmic Spacehead* is a fairly typical adventure game with simplified puzzles for the young. The sections are broken up with a platform game as Cosmic races around trying to convince the occupants of his own planet that the Earth exists.★★★★

CYBERPUNKS
Core £25.99



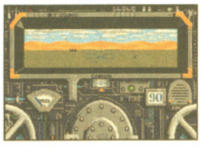
AP32 70% SM
Nauseatingly cute cartoon characters wander around killing aliens in a maze. Pick up objects, carry them around and, er, use them. Pick up guns, carry them around and, er, shoot things. There are five huge levels each with a myriad of different sub-levels. There are loads of power-up options that lend some interest to this otherwise tedious game.
★★★

DEEP CORE
ICE £25.99



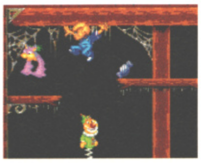
AP32 54% SM
Very ordinary *Gods* rip-off set in the future with an unfeasibly large central character. Three sections, nine levels in each and lots of small sub-levels make this an enormously tedious game.★

D-DAY
US Gold £29.99



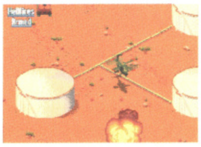
AP29 54% TT
The largest ever sea-borne invasion of history is boiled down into a series of vaguely amusing but pretty pointless sub-games. Land your paratroopers on target, bomb bridges in a 3D polygon flight sim section, attack farmhouses in an isometric combat section. And so on. ★★

DENNIS
Ocean £25.99



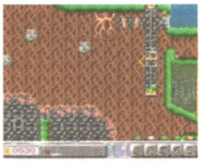
AP34 8% SC
Impeccably impressive platformer. It's just that the impression it makes is one of utter disbelief that Ocean could foist such drivel on an unsuspecting public. Unsaving graces are the poor graphics, poor collision detection, poor design and poorer than poverty stricken gameplay. One to make you look at Ocean with suspicious menace.★

DESERT STRIKE
Electronic Arts £29.99



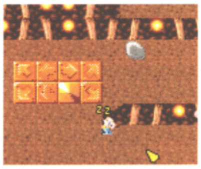
AP25 92% TT
One of the best games on the SNES and Mega Drive just got a whole lot better. Naturally enough, the Amiga version of this isometric helicopter gunship classic has got better graphics, better explosions and generally all the stuff you need to turn your puny console-owning friends *Lemmings*-hair-green with envy. The gameplay's a bit simple, but there's plenty of missions and a brilliant Gulf-War-feel all round (if that's your cup of tea).
★★★★★

DIGGERS CD32
Millennium £29.99



AP30 80% CW
Near-interesting strategy arcade effort (the first ever AP CD32 review, trivia fans), but almost entirely scuppered by a thoroughly horrible control system. It's massive, but you're not going to be able to suffer the controls long enough to see much of a percentage of it.
★★★

DIGGERS A1200
Millennium £34.99

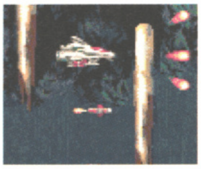


AP31 72% TN
The CD32's first game makes it to the (relatively) humble A1200 without all the frills, and with a few modifications made following some constructive AP-type criticism. It's a game of alien worlds and mining, where you fight it out with a computer-controlled opponent in the tunnel networks that you create. It's complex and thought-provoking, but the odd pace of the game won't appeal to everyone, and the prospect of the game halting abruptly when your opponent finds enough gems is still infuriating. Compulsive or cack? You really need to see it first-hand to answer that one.
★★★

D/GENERATION (CD32 Version)
Mindscape £25.99

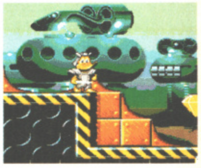
AP32 90% SC
Apart from the fact that it uses the joypad to good effect, there's no difference to the original version at all. It's still brilliant though.
★★★★★

DISPOSABLE HEROES
Gremlin £25.99



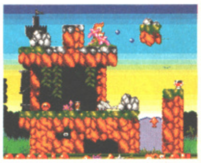
AP31 77% CW
The triumphant return of the horizontally scrolling shoot-'em-up? Well, sadly not, for although *D-Heroes* features some of the most splendidly awesome graphics ever seen, the chances are that most people are never going to see any of the video cameras, monsters and teeth that litter the levels. Why? Well it's all stupidly difficult, even on the easiest level, so you'd have to be some sort of gamesplaying messiah to prefer this over *R-Type 2*.
★★★

DONK
Supervision £26.99



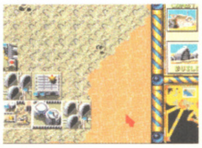
AP31 76% SM
Okay, so it's another platform game, but that's the bad news over with. *Donk* features not one, but quite literally a duo of Samurai ducks, who spin and run their way through massive levels for whatever reason platform characters do all that running and jumping about. As protection, he can don an egg shell, to get under low bits he can turn into a plain old rubber duck, and if you haven't got a friend, you can still play it as a bog-standard one-player platformer. And there are loads of crap bird-related jokes as well.
★★★

DOOFUS
Prestige £28



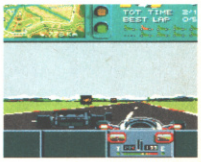
AP33 4% JN
Look, just don't bother alright. It got 4% and we don't do that lightly whatever people might think.★

DUNE 2
Virgin £30.99



AP28 91% CW
Not really "more of the same", more a case of "more of something else" – the first *Dune* was a stonking desert planet strategy adventure, and this is a sort of *Sim-City*-meets-*Battle-Isle* wargame affair. And very hot it is too, with real-time combat action and a nice line in synthesised speech as you send your troops off to fight in the scorching spice-wastes. You build, you fight, you harvest, you explore and, er, you fight again. But then again, that's what galactic domination is all about.
★★★★★

F1
Domark £25.99



AP34 90% SM
Rewritten version of *Vroom*. Now includes a split screen two player option. Runs at a full 25 frame update in 'Turbo' mode on an A500 and an astounding 50 frame update on an A1200. Without doubt the fastest racer on the market. Gameplay and handleability are not sacrificed despite the speed. If you're in the market for a racer, or you're other racers are looking tired, buy this. It literally blows away the competition.
★★★★★

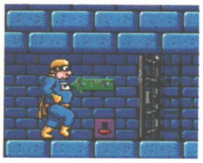
F117A
Microprose £34.99

AP33 86% SM
Not a huge amount of difference here from other Microprose flight sims, most notably *F19*. The F117A is a stealth plane and there are a range of missions to choose from and you fly about shooting people and buildings and all that. Still it looks lovely, it's fun to play and you feel really good when you complete a mission.★★★★

FANTASTIC DIZZY
Codemasters £25.99

AP33 80% SC
Dizzy's as eggy as ever in this huge puzzling platformer. Unfortunately there's very little here that's original, and the game seems a trifle thin for the money. Fortunately the atmosphere's good and you'll be kept interested for a long time.★★★★

FATMAN
Black £25.99



AP34 A50066% A1200 66% JD
Zany Hungarian platformer. Despite the humour, the game is blighted by the lack of inertia in the eponymous hero. Not very polished in the gameplay front and there's sure to be some tortured souls out there who'll take offense at the tastelessness of poking fun at fat people. We think that it's not quite a load of old tat, but it's definitely close.★★★

FLASHBACK
US Gold £37.99
AP25 92% CW
Another *Another World*, only this time

the graphics are even better and there's a good deal more to the gameplay. The extraordinary in-game animations have to be seen to be believed, and the horrific arcade adventure playability keeps you coming back for more. It's kind of pricey, and some sections are too frustrating, but *Flashback's* still a major milestone in Amiga gaming. Ooh yes.
★★★★★

FOOTBALL TACTICIAN
Talking Birds £22.95
AP29 61% SC
Very much a bog-standard football management game, with few reasons to buy this one rather than one of the numerous other ones. You do get

LEEDS
RANGERS

versions for most nationalities of the globe, and can play Scotland, England or even Italy. So that's alright then. ★★★

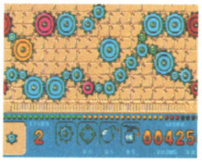
FRONTIER: ELITE 2
Gametek £34.99

AP32 65% (A1200 75%) RL
Massive space adventure that is very much in the style of its predecessor but lacks the same totally addictive qualities. The graphics don't really cut it and the sound is fairly minimal. It is huge though and you get involved in the twisting story lines. All your actions have consequences and there are various factions such as the Empire and the Federation who have very long memories. Overall it's nowhere near as exciting as it should be. ★★★

FURY OF THE FURRIES
Mindscape £25.99

AP34 77% CW
Probably the dumbest name ever invented for a game. Despite that, the gameplay really makes this platform cum adventure game a winner. Much like *The Lost Vikings*, the skills of the main character decide what can and can't be done. Unlike *Lost Vikings* with their individual skills, the character can switch between skills and use them to traverse various obstacles. Crazy bonkers French game.★★★★

GEAR WORKS
Hollyware £19.99



AP30 60% SM
Awful-looking, but sneakily intriguing, puzzle game based on connecting up gears in what looks like the insides of a clock. It's not an instant hit, but persevere through the first few levels and you'll find a pretty absorbing little puzzler at a halfway-reasonable price. Nothing very exciting, admittedly, but good stuff for (ngh!) fans of puzzle games. ★★★

GENESIA
Mindscape £29.99
AP33 JD 73%
The god-sim bandwagon is beginning to creak and groan with the weight of all these new look-alikes coming out. *Genesia* looks like *Populous*, plays like *Settlers* and has elements of nearly all the others. A plot twist involves a quest for seven gems that you send your knights out on when you start to get bored with building your city, but apart from that it's

highly unoriginal.★★★

GLOBAL CONFLICT
Quantum Software £12.99 (startup kit)

INTELLIGENCE REPORT
MILITARY PURCHASE
TROOP DEPLOYMENT
TROOP MOVEMENT
AIR OFFENSIVE
GROUND OFFENSIVE

AP28 53% CW
Modern-day play-by-mail world domination game. To play, you get a map, a strategic update screen, and some reasonably effective sound effects to convey the combat sequences. But can the vagaries of the British postal system compete with the up-to-the-minute tactical thrills of modem link-ups? Our reviewer thought not. ★★

GLOBAL GLADIATORS
Virgin £30.99
AP28 84% TT

At last – a cute platform shoot-a-rama with a difference you'll enjoy. Excellent graphics, slick gameplay, lovely big levels, endearing characters – you name it, you "got it" (as I believe these modern fast-food outlets are saying nowadays). There's a few too many jumping-into-empty-space-and-hoping situations for entirely comfortable gameplay but, medical experts agree, it's still the ideal antidote to 'platform fatigue'.
★★★★

GLOBAL DOMINATION
Impressions £34.99

AP34 67% CW
The boardgame Risk is the inspiration for this computer strategy game that feels like a boardgame. Like Risk the aim of the game is to build up armies capable of invading and holding onto other peoples' countries. It diversifies from Risk with the addition of movement limitations and army building restrictions. Despite this, it doesn't quite hold the same appeal as the age old classic and at £34.95 is globally overpriced.★★★

GLOBDULE
Psygnosis £29.99

AP33 82% DG
The amorphous sticky blob as cartoon style platform hero makes an encouraging return in this huge game. There are loads of levels, it's instantly playable and very addictive. A thoroughly polished performance that lacks all originality. But hey, it's loads of fun.Besides, we like leaping around and sticking to things.
★★★★

GOAL!
Virgin £30.99

AP26 82% TT
Kick Off 3 in all but court injunction – Dino Dini once again dares to go up against the footballing might of *Sensible Soccer*, and, the truth be told, comes off a lot better this time. Loads of options offer practically everything you could ask for in an arcade soccer game, with the possible exception of *Sensi's* super-intuitive control system. But, hey, maybe that's what you *Kick Off* fans prefer (and deserve). ★★★★

GOBLINS 3
Coktel Vision £34.99

AP34 77% JN
Features some of the most appealingly useless characters ever seen in a point and click puzzler. Your role is more of a godlike overseer rather than any particular character, with your main task being to help Blount, the crap reporter research a story. Brilliant presentation peppered with beautiful animation and spot sound effect make this a non-stop comic bonanza which should have you laughing all the way to nowhere in particular until you reach the bank that is.★★★

GRAHAM GOOCH WORLD CLASS CRICKET
Audiogenic £29.99
AP26 80% TN
Definitely the best Amiga cricket sim so far. Though whether that makes it a worthwhile game all-round still very much depends on whether you've got the patience for ordinary cricket – never a fast-paced full-action sport, even at the best of times. Loads of options, a good (if brief) 3D bit and crap sound. How's that?
★★★

GUNSHIP 2000
MicroProse £35.99

AP28 85% CW
Apaches, Blackhawks, Super Cobras, Defenders, Kiowa Warriors – if high-powered helicopter combat sims are your game then *Gunship 2000's* probably your, er, name. Compared to the hugely popular original, this is very fast (even on a standard Amiga) with plenty of customisation options so you can tailor the tank-busting and chopper-downing entertainment to your own ability. And even the extensive pre-mission disk-swapping doesn't seem so bad. One of the top sims around.
★★★★★

HIRED GUNS
Psygnosis £29.99

04-56FE Tesseract
MC 128-7 CM
Mech, 6 years
Combat-infantry series

AP30 88% SM
After a wait so long that it wasn't even funny any more, DMA Design's four-player *Dungeon Master* clone is here, and it's a winner. *Hired Guns* is big, it's hard, and you'll have to be pretty damn clever to make much of an impact on its gargantuan world. There's something here for everyone – a damn good game.
★★★★★

ISHAR 1200
Daze £29.99
AP29 84% DG

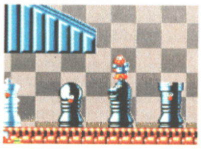
Thank you, little lady. Are you hiring ?

You want good graphics? If you've got an A1200, then it's always good to know that your gear's that little bit better than your neighbours, but although the A1200's extra palette adds to the pictures, it's still the same old game as the standard *Ishar*.
★★★★

ISHAR 2
Silmarils £29.99

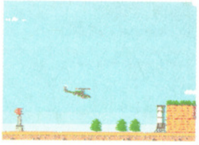
AP28 79% JD
Despite all your efforts in the first instalment, doom's still stalking the land of Ishar – which is all the excuse you need to assemble a hearty band of adventurers and set off on a bizarre 3D walking-into-the-screen mission to collect the parts of a magical poem. Or something. It all adds up to a thoroughly professional RPG that'll please *Ishar* and other fantasy fans immensely. Fab graphics too. ★★★

JAMES POND 2 ROBOCOD (CD32 Version)
Millennium £29.99



AP32 45% SC
All very well in its day but on a brand spanking new format such as the CD32 this game looks old, tired and boring. No thank you. ★★

JET STRIKE
Rasputin Software £26.99
AP32 68% DG
A curiously nostalgic game that is reminiscent of mid '80s 8-bit games played on a Spectrum. You choose from a variety of planes and fly around shooting things, crashing into tall buildings and completing missions. The action is viewed from



the side and the graphics are crap.
★★★

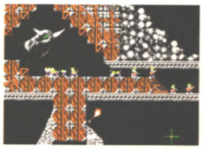
JURASSIC PARK A1200 VERSION
Ocean £27.99

AP33 71% SM
Blockbuster graphics, b-movie gameplay. Rather like the film you roam around the park rescuing small children and fighting off scary dinosaurs. The 3D sections inside the buildings are far and away the most fun with some genuine surprises lurking round the corners.★★★

LAMBORGHINI AMERICAN CHALLENGE
Titus £25

AP34 74% A500 80% A1200 SF
Crazy Cars 3 with a Lamborghini. Race over 15 different circuits dispersed over the whole of the US of A. Earn money by winning races and gambling on the outcome. Spend the money on upgrading the car with the usual run of the mill improvements like new tyres and gearboxes etc. It's not anything you haven't seen before, but it's still capable of firing you up on all cylinders.★★★★

LEMMINGS 2 – THE TRIBES
Psygnosis £29.99



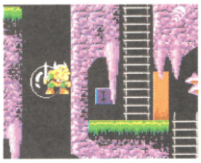
AP24 92% SC Top 100 No.8
Super lemmings, jet-pack lemmings and hundreds of tiny McLemmings, what more does a sequel to one of the most popular games of all time need? With 52 different lemmings, save game options and an actual storyline, *Lemmings* the Second rises above an already pretty damn spiffing original. ★★★★★

LIBERATION: CAPTIVE 2 (CD32 ONLY)
Mindscape £34.99

AP33 91% SF
The first game that really uses the CD32 to its full potential. Massive gameplay area, 4000 levels, hours of digitised speech and fairly horrible

graphics (sadly). Guide your four androids around the city which is viewed in Dungeon Master style and, by picking up and following the clues, liberate the wrongly imprisoned.
★★★★★

THE LOST VIKINGS
Interplay £29.99
AP27 87% TT

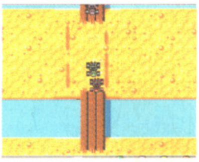


Original. Cute. Addictive. Funny. Infuriating. Enjoyable. And 'brilliant'. These are just some of the adjectives which Tim 'Mr Vocabulary' Tucker used in his review of *The Lost Vikings*. And with good reason – with 37 levels of 3-character action, this is (at last) a platform-puzzler that really does something new for the genre. The controls are a bit odd, and the backgrounds could have been prettier, but generally this is a real platforming 'must-have'.
★★★★★

MAGIC BOY
Empire £25.99

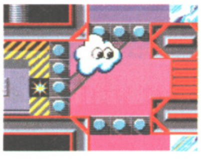
AP33 37%
We've seen it all before and we've seen it done better. *Magic Boy* is a very similar game to *Rainbow Islands*, only nowhere near as good. It's not all bad, it's got a few interesting bits and loads of secret rooms and all that, but the controls aren't too slick and the graphics are too small. ★

MICRO MACHINES
Code Masters £25.99



AP30 88% SC
Finally arriving from those pesky consoles, this is certainly the most original, and just as certainly the best, overhead-view racing game the Amiga's ever seen. A wide variety of settings and vehicles with very real handling differences means the chances of you ever getting bored of *Micro Machines* are about the same as of *Sonic The Hedgehog* getting converted to the Spectrum.
★★★★★

MORPH
Millennium £25.99



AP27 86% TT
Previously titled *Metamorphosis*, this is a zany platform-puzzler – with a twist. And a turn, and an impromptu lesson in thermodynamics thrown in for good measure. You're a collection of molecules that can change state (into a solid, gas, liquid, or whatever) in order to solve puzzles and then change state again – and so on. Well-designed puzzles and cute graphics make it hugely addictive – and that's what it's all about. Oi.
★★★★

MORTAL KOMBAT
Virgin £29.99

195000
83
15815

AP33 86% SC
Surprisingly excellent conversion that must make the Amiga version far and away the most playable and enjoying. Thrash, maim and destroy your opponents and move on up to eventually face the thing with four arms and finally the evil overlord, or something. Easy to control, good enough graphics and those exciting spurts of blood all add up to lots of fun, fun, fun, fun, fun.
★★★★★

NAPOLEONICS
On-Line £34.99

When Napoleon tu

AP30 22% DG
Unutterably awful wargame for dreary anally-retentive psychopaths with dysfunctional personalities.
★

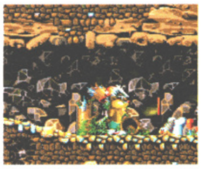
NIPPON SAFES
DMI £29.99

ONEST CHAN
SUSHI

AP26 85% TT
Imagine *Monkey Island*, programmed by Italians, set in modern-day Japan, and with a unique 3-way multi-character 'parallaction' system. And without any monkeys or islands in it. Now you're getting close to how much fun this tasty cartoon-style graphic adventure offers – great plot, reasonably tricky puzzles, and quite a few laughs too. The high price and 5-way disk-swapping are the only real problems with it.
★★★★★

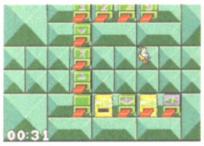
OSCAR (CD32 Version)
Flair £25.99
AP32 51% SC
Dull, generic, derivative and thoroughly mediocre. *Oscar* has a few nice ideas scattered about its many levels but they are far too few and too far apart. ★★

OSCAR
Flair £25.99
AP31 66% CW
Yet another game that's hyping itself as THE game of the year, which means that it's got much further to fall when you knock it off its perch.



Oscar's basically just a cute character to replace the slightly nauseous troll that featured in Flair's previous platformer, but apart from this cosmetic change, the gameplay's exactly the same as *Trolls*. What's odd is that in trying to make it look better, they've produced a messy playing area that hides baddies, and a game that generally suffers from that unforgivable platform trait of enemies re-appearing when you've killed them. Not by any definition a memorable game.
★★★

ONE STEP BEYOND
Ocean £19.99



AP29 87% CW
QUAVERS star, Colin 'QUAVERS' Curly is the only character in this platformy puzzler type thing featuring sliding platforms and QUAVERS. You may feel that having QUAVERS in a game is a tad needless and merely an excuse to advertise QUAVERS, and you'd be right. However, QUAVERS aside, it's still a groovy and fun and funky and taxing and, and... lots of other Good Things sort of puzzle game that needs you to think AND react quickly. Oh, and did we remember to mention QUAVERS?
★★★★★

OVERDRIVE
Team 17 £25.99

AP31 46% SC
The game that's been hyped as the mother of all overhead racing games turned out to be a tad mediocre and not really worth the wait. This lacklustre attempt from Team 17 fares even worse because of the sheer wonderfulness of *Micro Machines*, which beats it on every count. Hands down.
★★

OVERKILL
Mindscape £19.99
AP30 84% SC
Fast and sexy A1200-only *Defender* derivative for slightly more exciting anally-retentive psychopaths with dysfunctional personalities.
★★★★

THE PATRICIAN
Daze £29.99
AP29 54% JD
All those of you out there who are really into the Hanseatic League of merchants who traded across Europe in the 13th and 14th Centuries are in for a real treat with this one. Although you trade across the world, marry for status and money and fight off pirates, all the action seems to be fixed in Europe, and the intricately animated graphics don't really detract from the big question – is there anyone out there who's going to be interested in this?
★★

PINBALL FANTASIES (A1200 VERSION)

TV
TRIP
CAR
BOAT

21st Century £29.99
AP32 91% JN
Bigger, better, smoother, faster, wider, wittier, etc, etc. Well, the graphics are even more gorgeous anyway.
★★★★★

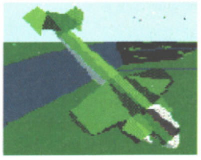
PINBALL FANTASIES (CD32 Version)

21st Century £29.99
AP32 90% SC
Nothing much new here, a couple of extra tunes and more colours. It's still just about the dandiest thing you can get for your new console though.
★★★★★

PRIME MOVER
Psygnosis £25.99
AP32 22% SC

Bad music, nasty noises, crap controls and years of boredom and frustration are yours if you buy this piece of motorbiking nonsense from 'ought to know better' Psygnosis - so don't. ★

REACH FOR THE SKIES
Virgin £30.99
AP27 80% DG
Shockingly expensive but surprisingly accessible WW2 flight sim – with the added bonus of a strategy section that's actually worth playing. Top-notch high-speed flying sequences, with not too much realism to get in the way of having fun.
★★★



ROBOCOD ENHANCED 1200 VERSION
Millennium £24.99

AP28 84% TT
Now, depending on who you believe, *Robocod* is either "THE platform cutie to beat all platform cuties" (Tim Tucker) or just "pretty damn dull" (Stuart Campbell). Either way, only a fool would try to deny that this version has loads more colours, lovelier backgrounds and five bonus levels. By all accounts, this is £25 well spent if you don't already have the ordinary *Robocod* game, but probably not worth it if you do. Or if your name happens to be Stuart Campbell, say.
★★★

SECOND SAMURAI
Psygnosis £29.99

AP32 90% JN
After *First Samurai* comes, er, *Second Samurai*. And a jolly good platform game it is too. Crammed full of super sounds, gripping graphics, perplexing puzzles and enigmatic enemies it will take you an age to complete. There are three worlds, each with four levels and every new level is just that bit more difficult than the last, making for a classically addictive game. *Second Samurai* stands head and shoulders above the majority of boring platformers, it has all the obligatory features such as bonus rooms and bosses but somehow has more style.
★★★★★

SEEK AND DESTROY
Vision Software TBA

AP32 79% SM
Putting you in command of an Apache helicopter this game is viewed from above and scrolls in every direction. Armed with a chain gun, Fire and Forget Air Rockets, Air-to-air intercept missiles, Air-to-ground missiles, Napalm and with the ability to call up an air strike when you need extra help, you have a variety of missions to complete. It's fast, it's fun, it's extremely difficult, it's got good noises and dull graphics.
★★★

SIM CITY DELUXE
Infogrames £29.99

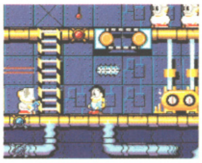
AP25 92% SC Top 100 No.11
The one true god among god sims, now repackaged in this special 'Deluxe' edition, which just means you get the original game plus the *Terrain Editor* and *Architecture 1* add-on disks for your thirty quid. Yes, thirty quid – and that's our main objection. The game's as marvellous as it ever was, but frankly over-priced in this format.
★★★★★

SIMON THE SORCERER
Adventure Soft £34.99

wizard has returned!

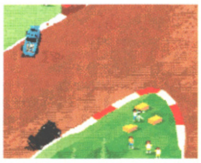
AP34 69% JD
Point and click adventure with a 'spot the fairytale' feel about it. Suffers from the usual 'interactive' pitfalls i.e. you spend a lot of time scanning the screen with the pointer to see if anything registers. Peppered throughout with utterly forgettable jokes and suffers from the early text adventure syndrome of 'can't do that' messages. Fans of the Brothers Grimm and CS Lewis may like it. Everyone else should avoid. ★★★

SINK OR SWIM
Zeppelin Premier £25.99



AP26 68% SC
The sea-going platform-puzzling adventures of 'Kevin Codner', in which he rescues 'Dim Passengers'. Film-related puns aside, this is a good 60 levels of better-than-average cutesy antics, handicapped by very unforgiving controls. And at this price point, not a patch on *Lemmings 2*.
★★

SKIDMARKS
Mindscape £24.99



AP34 78% A500 80% A1200 SM
Fantastic little racing game completely written in Blitz Basic. Race over twelve tracks generated using the painful sounding quadratic-B-splines. The cars have a character all of their own due to the number of frames used to draw them. A1200 owners are catered for with an AGA enhancement disk. Handling is good, and racing against several human opponents takes it to a new dimension. ★★★★

SNAPPERAZZI
Alternative £19.99

AP34 36% SM
Not good enough to be considered run-of-the-mill. This platformer puts you in charge of a demented looking tabloid reporter who has to snap celebrities for a living. The gameplay requires pixel perfect positioning and is further decremented by a nauseating colour cycling

background. A
missed even a
price of £20. ★

SOCCER K
Krisalis £29.9

AP29 88% SC
A game about
could only reall
and quite unsu
Annoying musi
spoils this grap
platform rompir
attempt to rebu
The links betw
Nights are fairl
reducing the in
character and
(with loads of s
Krisalis boys h
previous Far E
★★★★★

SPACE HU
EA £24.99

AP31 76% TT
An atmospheric
popular Games
game that pits
armed and arm
(you) against a
evil 'Genesteal
computer) aboa
ships. It's a sort
game, where yo
on an overhead
creep around th
person *Dungeo*
derivative of hal
still fun and pla
★★★

STARDUST
Daze £16.99

AP33 89% SC
Superb looking
enjoyable Aster
more levels, fea
enhancements.
amazingly well t
you totally invol
graphics pour o
into your eyes.
you blasting aw
hours.
★★★★★

STAR TRE
Interplay £34.9

Mr. Scott
s are off-line!

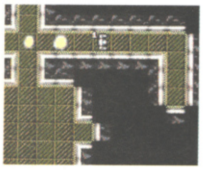
AP34 62% DG
Even the most
find this 25 year
It's for A1200's

background. All in all, one to be missed even at the super soaraway price of £20.★

SOCCER KID
Krisalis £29.99

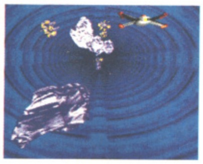
AP29 88% SC
A game about a kid who likes soccer could only really be called one thing, and quite unsurprisingly this is it. Annoying music is the only thing that spoils this graphically gorgeous platform romping tale of a boy's attempt to rebuild the World Cup. The links between this and *Arabian Nights* are fairly obvious, but by reducing the inertia on the main character and giving him a football (with loads of special shots) those Krisalis boys have improved on their previous Far Eastern frolic.
★★★★★

SPACE HULK
EA £24.99



AP31 76% TT
An atmospheric conversion of the popular Games Workshop board game that pits a load of heavily armed and armoured space marines (you) against a swarming mass of evil 'Genestealer' aliens (the computer) aboard decaying space ships. It's a sort of strategy combat game, where you plan your assault on an overhead map view, and then creep around the corridors in a first-person *Dungeon Master* view. It's derivative of half-a-dozen games, but still fun and playable.
★★★

STARDUST
Daze £16.99



AP33 89% SC
Superb looking and eminently enjoyable Asteroids with a thousand more levels, features and enhancements. Great music synchs amazingly well to the action and gets you totally involved. Gorgeous graphics pour out of the screen and into your eyes. This beauty will keep you blasting away for hours and hours.
★★★★★

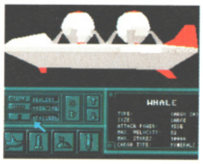
STAR TREK A1200 ONLY
Interplay £34.99

Mr. Scott
s are off-line!

AP34 62% DG
Even the most die-hard of fans will find this 25 year tribute disappointing. It's for A1200's with hard drives only.

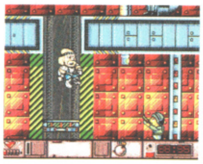
While this should have made the game nice and complex and able to run like a peach, it all comes down to the fact that the game is a series of mini adventures none of which offer enough to whet your interest beyond being slightly bored.★★★

SUB
Thalamus £30



AP33 62% JN
A strategy game set in the aftermath of apocalyptic disaster. You control (can you guess?) a Submarine. You have to mine and trade and fight and generally rebuild your own miniature underwater civilisation. Sounds alright but it's all rather tedious unfortunately.
★★★

SUBURBAN COMMANDO
Alternative £24.99



AP33 62% SC
A mish-mash of various game styles with elements of shoot-em-up, beat-em-up and platform games. It's hugely derivative but not as bad as it could be. It stars Hulk Hogan too.
★★★

SUPER CAULDRON
Titus £25.99

AP27 26% SC
A major let-down after the earlier *Cauldron* games, and, indeed, some genuinely good stuff from the Titus crew. What's wrong with it? Well, pretty much everything, in fact. You'd have more fun playing with a real cauldron. Of soup.
★

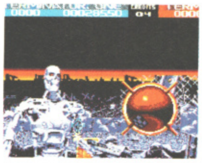
SUPERFROG
Team 17 £26.99

AP26 78% CW
First of a 'new generation' of heavily console-influenced Amiga games, this is a super-smooth, super-fast, super-cute platformer with no need at all to mention *Sonic The Hedgehog* (I mentioned it once, but I think I got away with it). There's no denying its thoroughly slick and professional presentation, but, for all that, *Superfrog* just seems to lack a certain something in terms of charm. Come on, Team 17, we just *know* that you can do better. ★★★

SYNDICATE
Electronic Arts £34.99

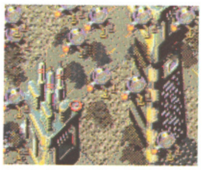
AP28 91% (93% on A1200) TT
Four super pals have an exciting time sightseeing in the cities of the future, a golden land of opportunity and adventure. Oh, and I guess I should also mention the cyborgs, the crime syndicates, the horrifying selection of close-quarter firearms and the almost limitless opportunities for ridiculously sadistic violence. Yup, Bullfrog have hit the mark again with an extraordinarily absorbing strategy/god sim/shoot-'em-up, borrowing heavily from everything from Blade Runner (the film) to *3D Ant Attack* (on the Spectrum). And does it work as a coherent whole? You betcha.
★★★★★

T2 - THE ARCADE GAME
Virgin £25.99



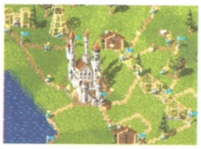
AP33 57% SC
It's a shooting gallery fest with all your favourites from the movie. Well actually it's all your favourite bits from the far future bit of the movie. Armies of terminators come storming towards you and you shoot them all. And, er, then armies of terminators sprint across the screen and you shoot them all. And, er, so on...
★★

THEATRE OF DEATH
Psygnosis £29.99



AP31 61% DG
There's something ever so slightly wrong with this control-squads-of-little-soldiers-around-and kill-the-other-guys game. Maybe it's the awkward isometric graphics that make it look as if all the roads go uphill, maybe it's the annoying control system that involves switching between map screens and battle areas every few seconds, or maybe it's the amateurish gunfire effect that's little more than a line drawn between the soldier and the target. There's plenty of heavy weaponry and gore spread across loads of different playing areas, but it's no *Cannon Fodder*, is it?
★★★

THE SETTLERS
Kompart £34.99



AP32 88% (A1200 90%) CW
An absorbing economic simulation with cute cartoon characters? Well, yes. Build a castle, a butchers, a bakers, a farm, a windmill and a host of other buildings and watch the tiny inhabitants scurry around building, baking, butchering, farming and a host of other things. Then take over other settlers with your knights and you've won.
★★★★★

TOM LANDRY STRATEGY FOOTBALL
Merit £44.99

QTR 1 14:18
1ST AND 10

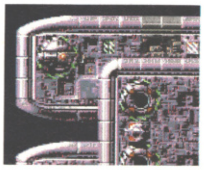
AP26 77% TT
Excellent American Football strategy game, second only to the combined strategy/action angle of the mighty *John Madden* (of course). All the facts, figures and stats you could ever need are here, plus some pretty funky animations of players following your plays, and uninhibited advice from Mr Landry himself. Shame there's no league table, but otherwise excellent end-zone entertainment for all you gridiron fans out there.
★★★★

TROLLS (ENHANCED 1200 VERSION)
Flair £25.99

AP27 86% TT
What's the cutest thing you can think of? Now DOUBLE IT. Yes, if you thought that the ordinary *Trolls* was just-so-ever-so-sweet-and-lovely-and-nice then – well, you ain't seen nothin' yet. The enhanced A1200 version has positively the most gorgeous parallax-scrolling backgrounds ever seen in an Amiga game, and what's more they don't get in the way of the action or slow things down at all. If you like platformers, then this is what you bought an A1200 for.
★★★★

TURRICAN 3
Renegade £25.99
AP31 67% CW
Nah, they're not fooling anyone with this one. It's *Turrican 2* again, only with a funny new rope attachment that allows you to swing from platforms and leap bottomless ravines. If you liked *Turrican 2*, then the chances are that you'll like this, because it's the same game. If you didn't like *Turrican 2* then you'll hate this for all the same reasons.
★★★

URIDIUM 2
Renegade £25.99



AP31 78% SM
Andrew Braybrook's classic game of shooting the hell out of monster spaceships just got that little bit better, and that's about all really. The differences between this new version and the original are miniscule, with a small amount of vertical scrolling, and an all-round slicker feel, and although there's a new sub-game once you're inside the ship, it's fairly tiresome and dull and not really worth the effort. Not so much a sequel as version 1 point 2.
★★★★

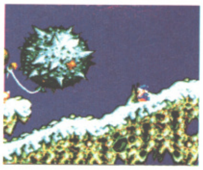
WAR IN THE GULF
Empire £29.99

AP28 85% CW
Yup, it's those tank-driving tearaways from *Team Yankee* and *Pacific Islands* again, this time taking their very own brand of armour-plated justice to a future war in the lucratively oil-producing Persian Gulf. There's a marvellous overhead-map-view strategy aspect, a 3D looking-out-the-turret shoot-'em-up view, and simply loads of high-powered tank warfare features to keep you thoroughly entertained – well at least until they get around to televising the next episode of the real thing.
★★★★

WHALE'S VOYAGE
Flair £29.99

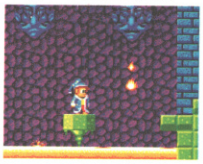
AP27 59% CW
Hugely sophisticated RPG/ adventure, sometimes similar to the *Eye Of The Beholder/Dungeon Master* school, but set in a spacey sci-fi scenario (the 'Whale' of the title is a spaceship, by the way). Nicely put together (despite being frustratingly hard to get started with), but somehow lacking in sparkle.
★★

WIZ 'N' LIZ
Psygnosis £29.99



AP31 SC 78%
Deliberately aimed at the, erm, youth end of the market, *Wiz 'N' Liz's* confrontation-free gameplay tends to leave you wondering where exactly the actual gameplay is. With no baddies, and therefore no-one to kill or be killed by, you play a sorcerer racing to free bunnies, with time being your only enemy. Free the bunnies, collect words to form spells and, well, that's it really, but a competitive two-player option and a fantastically speedy pace make it quite fun. Surprisingly.
★★★

WOODY'S WORLD
Vision £25.99
AP26 70% JD
'Traditional' platformer bearing a more-than-passing resemblance to *Super Mario Brothers*. Coincidence or magic? You decide. Anyway, there's plenty of running, jumping, and banging stuff with your head, but nothing to lift it above the crowd. Unless you happen to be *really* into running, jumping and banging stuff with your head, that is.
★★★

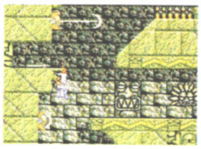


WORLDS OF LEGEND
Mindscape £25.99

Enemy
1.Give
2.Attac
Zothen Runecaster
Gold: 100

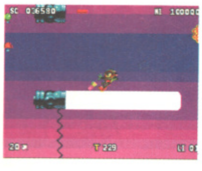
AP26 81% CW
Well, *Legend* was, er, legendary ("an RPG that's got everyone in the AP office playing it") – and this is more of the same. More specifically, it's exactly the same game engine, only this time with a different adventure to play through – one with a distinctly oriental flavour. The game's as absorbing as it ever was (which is 'very absorbing', if you must know), which, ironically enough, means that you're better off buying the original *Legend* (now out on budget, economy fans) unless you've already played the first one to death and want more like it.
★★★★

YO! JOE!
Hudson Soft £26.99



AP28 91% SC
Gorgeously extensive platformer, featuring the wide-ranging adventures of the eponymous Joe and his friend Nat. Just like Hudson Soft's previous high-quality output, the whole thing's characterised by an astonishing attention to detail, with beautifully-designed levels, excellent effects, loads of excellent weapons (including a chainsaw and chuckable Molotov cocktails) *plus* a simultaneous two-player mode – it's not perfect, but it's nice to see people trying. Attention to detail, see? That's the key to a good game. Yes.
★★★★★

ZOOL 2
Gremlin £25.99



AP33 86% SM
It's good to know that there are platformers out there that look and feel good to play. The programmers of this beauty have really let their imaginations go and stretched the platform genre to its limits. Beautiful animations, stunning backgrounds and playability by the bucket full. Zool 2 is well worth buying.
★★★★

BACK ISSUES

2 June 1991
Reviewed: *Megatraveller* and *Monkey Island!* **On the disk:** *Kid Gloves* – the complete game!

3 July 1991
Reviewed: *F-15 Strike Eagle 2, Deuteros* and *Toki.* **On the disk:** *Exile, Prehistorik* and great PD!*

4 August 1991
Reviewed: *Jimmy White's Snooker* – and more! **On the disk:** *Beast Busters, The Executioner* and PD!*

5 September 1991
Lemmings preview. *Mega lo Mania* reviewed. **On the disk:** *Barbarian 2*, plus five great PD games!*

6 October 1991
Reviewed: *Midwinter 2, Magic Pockets, Rodland.* **On the disk:** *Rolling Ronny, Captain Planet.**

7 November 1991
Reviewed: *F1 Grand Prix, Blues Brothers, Lotus 2, Robocod.* **On the disk:** *Leander, Video Kid.**

8 December 1991
Reviewed: *Populous 2, First Samurai, Knights Of The Sky.* **On the disk:** *Cisco Heat, Elvira Arcade.**

10 February 1992
Reviewed: *RoboCop 3, Another World, Leander* and more! **On the disk:** *Mr Wobbly Leg* PD etc.

12 April 1992
Reviewed: *Parasol Stars, Titus The Fox, Vroom.* **Double disk:** *Titus The Fox, Project X, Rome.*

13 May 1992
Reviewed: *Apidya, Project X.* **Double disk:** *Sensible Soccer, Wizkid, Campaign, Pinball Dreams.*

14 June 1992
Reviewed: *Eye Of The Beholder 2, Fire & Ice, Pushover.* **Double disk:** *Legend, Aqua Ventura.*

15 July 1992
Reviewed: *Wizkid, Sensible Soccer, Monkey Island 2.* **Double disk:** *Galactic, Amega Race.*

16 August 1992
Reviewed: *Crazy Cars 3, Links, Civilization, Dojo Dan.* **Double Disk:** *D/Generation, Troddlers.*

17 September 1992
Reviewed: *Premiere, Bug Bomber, Fascination.* **Double disk:** *Top Secret, Beast Master, Dynamo.*

19 November 1992
Reviewed: *Assassin, Doodlebug, Rome AD92.* **On the disk:** *Doodlebug, Metamorphosis.*

20 December 1992
Reviewed: *BC Kid, Pinball Fantasies.* **On the disk:** *Bill's Tomato Game, Fire & Ice, Lethal Weapon.*

21 January 1993
Reviewed: *Indiana Jones, Wing Commander, Nigel Mansell, KGB.* **On the disk:** *Sensi Soccer.*

22 February 1993
Reviewed: *Street Fighter 2, Chaos Engine, Alien^3, Lionheart.* **On the disk:** *Alien^3, Arabian Nights.*

23 March 1993
Reviewed: *Legends of Valour, Combat Air Patrol, Sleepwalker.* **On the disk:** *Body Blows, Sleepwalker.*

24 April 1993
Reviewed: *Lemmings 2, Chuck Rock 2, Walker.* **On the disk:** *Dong, Extreme Violence.*

25 May 1993
Reviewed: *Desert Strike, Flashback* and *Arabian Nights.* **On the disk:** *Beavers* and *Entity.*

26 June 1993
Reviewed: *Goal!, Worlds Of Legend, Superfrog.* **On the disk:** *Graham Gooch Cricket, Defender.*

27 July 1993
Reviewed: *Morph, Lost Vikings, Battle Isle '93, Super Cauldron.* **On the disk:** *Yo! Joe!* and PD.

28 August 1993
Reviewed: *Syndicate, Yo! Joe!, Dune 2, Global Gladiators.* **On the disk:** *Stardust Tunnel, Pong.*

29 September 1993
Reviewed: *One Step Beyond, Soccer Kid, Blob.* **On the disk:** *F117A Stealth Fighter, Blob.*

30 October 1993
Reviewed: *Hired Guns, Micro Machines, Overkill, Diggers, Dogfight.* **On the disk:** *Skidmarks, Poing.*

31 November 1993
Reviewed: *Overdrive, Oscar, Wiz'n'Liz.* **Double disk:** *Cannon Fodder, Brutal Sports Football.*

32 December 1993
Reviewed: *Cannon Fodder, Frontier, Second Samurai.* **Double disk:** *Nipper, Wiz 'n' Liz, Cyberpunks.*

33 January 1994
Reviewed: *Mortal Kombat, T2 Arcade,Jurassic Park.* **Triple disk:** *T2 Arcade, Globdule, Seek & Destroy.*

34 February 1994
Reviewed: *Cool Spot, F1, Star Trek, Skid Marks.* **Double disk:** *Cool Spot, Lamborghini Challenge.*

*Please note: disks 3, 4, 5, 6, 7, and 8 are NOT A500 Plus compatible.

S

Ess

A
T-

Wear y
most ex
simply
easier t
mark y
Large –
Extra La

RET
YES

AMIGA

£4.00 E

15 1

☐

VIDEO
AMIGA
AMIGA

GET TH
POCKE
ULTIM
Rememb

SPEND!

Essential Amiga goodies – go on, treat yourself!

AMIGA POWER T-SHIRT

Wear your AMIGA POWER readership with pride. Join the most exclusive clique of fashionable beings on the planet by simply stuffing a cheque into an envelope. It's never been easier to be chic – so why not do it. Please don't forget to mark your size though.

Large – APOTL
Extra Large – APOTX.

£9.99

KNOWLEDGE IS..
POWER
AMIGA

BOOKS! BOOKS! BOOKS!

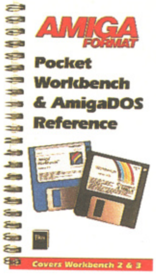
AMIGA FORMAT presents...
Get the most out of your Amiga 1993
PLUS 2 packed disks!

GET THE MOST OUT OF YOUR AMIGA 1993

Workbench, AmigaDOS, games, desktop publishing… the complete Amiga encyclopaedia.Comes with two utilities disks.
Price: £19.95
Order code: FLB009A

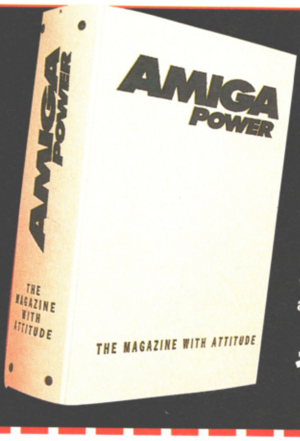
POCKET WORKBENCH & AMIGADOS REFERENCE

Workbench menus, preferences, tools and utilities – plus a complete AmigaDOS 2 & 3 command reference section. The essential Amiga companion.
Price: £9.95
Order code: FLB017A



ULTIMATE AMOS

The ultimate Amiga games creation package just got the ultimate user guide! Packed with working examples. Includes a disk.
Price: £19.95
Order code: FLB025



BINDER

Don't let the dust and grime of your humdrum daily existence get to your gorgeous, pristine AMIGA POWERS. Keep them safe and snug in one of these classy, hand-designed binders and let them occupy pride of place in your home.

Oh yes, the binders are white and they've got that world famous logo picked out tastefully in blue. That's all. Thank you for your time.

£4.95

RETURN THE COUPON BELOW OR INSTEAD CALL OUR CREDIT CARD HOTLINE ON 0458 74011

YES! Send me the following things as soon as you can...

AMIGA POWER BACK ISSUES	**3**	**4**	**5**	**6**	**7**	**8**	**10**	**12**	**13**	**14**						
£4.00 EACH (including P&P)	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐						
15	**16**	**19**	**20**	**21**	**22**	**23**	**24**	**25**	**26**	**27**	**28**	**29**	**30**	**31**	**32**	**33**
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

VIDEO £4.99 EACH ☐ *Please indicate the number you require*
AMIGA POWER BINDER £4.95 EACH ☐ *Please indicate the number you require*
AMIGA POWER T-SHIRT £9.99 EACH ☐ **APOTL** ☐ **APOTX**
☐ *Please indicate the number you require*
GET THE MOST OUT OF YOUR AMIGA 1993 £19.95 ☐ **FLB009A**
POCKET WORKBENCH & AMIGADOS REFERENCE £9.95 ☐ **FLB017A**
ULTIMATE AMOS £19.95 ☐ **FLB025**

Remember to include all items indicated in the cost. **TOTAL COST £** ______________

Please allow 28 days for delivery of your goods
EC customers registered for VAT, please quote your registration number.
Please tick here if you do not wish to receive direct mail from other companies ☐

METHOD OF PAYMENT *please indicate*

☐ ☐ **CHEQUES** *payable to Future Publishing Ltd*
card no ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
expires ☐☐☐☐

Signature ______________________________

Name ______________________________

Address ______________________________

______________________________ Post Code ______________

Telephone No ______________________________

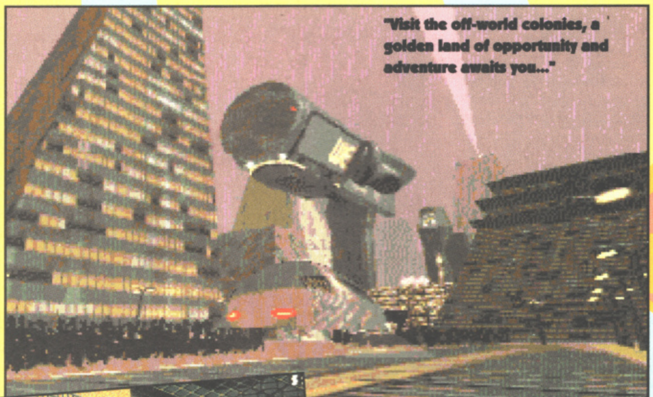
Enclose this coupon (together with your cheque if applicable) in an envelope to:

AMIGA POWER SUBSCRIPTIONS, FREEPOST, SOMERTON TA11 7BR
THIS COUPON IS VALID UNTIL 31 APRIL 1994 AP/MAG/0194

WISH YOU WERE HERE

We've been there and done that, in many cases, kids go free, and if you don't believe that, then you can get away. What a load of old tosh, hey? Holidays suck. So, here at AP, we offer you the chance of seeing exotic locations, meeting interesting people and risking life and limb – without ever leaving your house. Grab some friends, about three sounds right, pack a toothbrush and head off into, er, whichever room you keep your Amiga in. You'd be daft not to.

NO. 2 THE CORPORATE HOLIDAY CAMPS FROM OUT OF *SYNDICATE*



"Visit the off-world colonies, a golden land of opportunity and adventure awaits you..."

The grim foreboding is oddly reminiscent of a few South coast resorts we could mention.

HOW TO GET THERE:

Like Butlins, McDonalds, the Boy Scouts or any other sinister quasi-religious paramilitary organisation, there's a Corporate-held stronghold near you. The steely fist of the Corporation is backed by gold reserves, the Bundesbank AND the Armalite rifle, and consequently its Kevlar-clad arms stretch around the world. Also, like the big three mentioned here, you get served up a homogenised product, so a Corporate-franchised holiday city in Tashkent is almost completely identical to one in California. Just pick one to suit your travel needs.

CLIMATE:

Uniformly gloomy, I'm afraid. Maybe it's the polluted outpourings from the nearby satanic steel mills, or perhaps it's the oppressively malevolent atmosphere produced by years of living under a restrictive fascist regime, but if it's blue skies and a funky sun-tan you're after, forget it. Fortunately, the gloom lit by occasional pools of harsh sodium lighting makes a perfect backdrop for you and your mates to wear ankle-length raincoats. They're warm, they're dry, and they also have the added advantage of concealing shotguns and rocket launchers amidst their comfy wax-treated folds.

LOCAL AMENITIES:

All towns have a selection of shopping malls and residential buildings, connected by needlessly complex one-way systems, but many have other interesting features to enthral the tourist. High security penitentiaries, top-notch research facilities, mayoral function rooms and military stockades – they're all there to peruse at your leisure. Providing you can get through the concentrated fields of incoming small arms fire, that is.

FLORA AND FAUNA:

The Corporation dictates that only the strongest shall survive, and in a battle of nature versus man, nature is doomed to fail. There are no plants to ruin the smooth concrete walkways, or dogs to foul the pristine roadsides of these gleaming utilitarian utopias. All hail technology! All hail The Corporation!

ENTERTAINMENT:

The open-ended scheduling of your vacation leaves you to entertain yourself. Try pulling an Uzi out and you'll soon find a policeman telling you in no uncertain terms to drop it. Take along a Persuadatron and in no time, a swarm of complete strangers will befriend you. Fire off large calibre weaponry and witness its impressive destructive powers, and at the same time, jubilantly sing the Official Syndicate Corporation Marching Anthem™ at the top of your voice:

"My Corporation personal sidearm,
My Corporation personal sidearm,
Dispensing Corporation justice with every projectile expelled from its
chrome-plated barrel,
My life, my honour and my
allegiance to the Corporation,
All depend on my Corporation
personal sidearm!"

Groovy, huh? That's just the chorus, but there are 34 more verses to this barnstorming toe-tapper.

Take a while to learn some of the local customs – it could save embarrassment later on.

BEACHES:

Sand ebbs and flows with the tides, sand is inefficient, and sand may interfere with the internal mechanisms of Corporate machinery. Beaches are a sign of weakness, and may permit covert landings from enemy agents. The Corporation frowns upon beaches, and has had all attractive coastlines concreted over to discourage their grainy subversion.

ACCOMMODATION:

Ah, here's the catch. Syndicate holidays are strictly for day-trippers. You walk in, wander round, shoot a few people perhaps, and then make your own way out. If you want to, you could hijack a car or ambulance, but that's the only way you can take the weight off your feet all day. An opportunity for some enterprising Bed-and-Breakfast operator there.

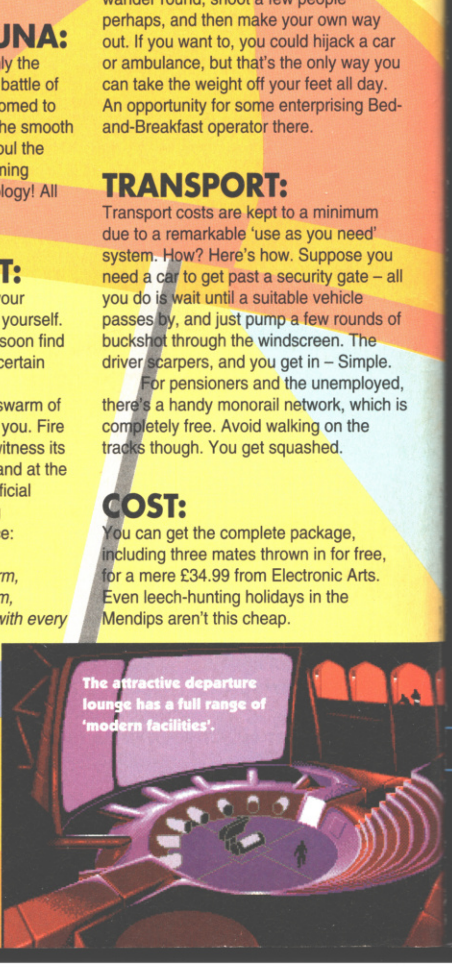
TRANSPORT:

Transport costs are kept to a minimum due to a remarkable 'use as you need' system. How? Here's how. Suppose you need a car to get past a security gate – all you do is wait until a suitable vehicle passes by, and just pump a few rounds of buckshot through the windscreen. The driver scarpers, and you get in – Simple.

For pensioners and the unemployed, there's a handy monorail network, which is completely free. Avoid walking on the tracks though. You get squashed.

COST:

You can get the complete package, including three mates thrown in for free, for a mere £34.99 from Electronic Arts. Even leech-hunting holidays in the Mendips aren't this cheap.



The attractive departure lounge has a full range of 'modern facilities'.

WE'LL GIVE YOU THE EARTH...

but the Aliens will make you
pay a terrible price

UFO
ENEMY UNKNOWN

COMMAND EARTH'S FORCES AGAINST THE ALIEN TERROR

MICROPROSE

FOR IBM PC COMPATIBLES AND COMMODORE AMIGA

T F X

"It's more than a straight flight sim:, D.I.D. have emulated multi-million dollar flight simulators. When you play TFX the first thing that hits you is the detail of the landscape... over seven million square km appears on screen, with hills, roads and mountains all in the right place." THE EDGE

"The graphic detail is quite superb, with stunning visuals and strong sense of image, TFX is quite often like watching a movie... when I first saw TFX my jaw dropped so far it took me 15 minutes to find it again! It's fast, good looking and fun." PC REVIEW

Tactical Fighter Experiment... the only choice worth making where state of the art flight simulation is concerned.

Take control of one of three of the finest aircraft money can buy:

Eurofighter 2000

Lockheed F-22

Lockheed F-117 Stealth Fighter

TFX... a simulation at the cutting edge of aerial combat enhanced by unprecedented in-depth research and authentic flight detail.

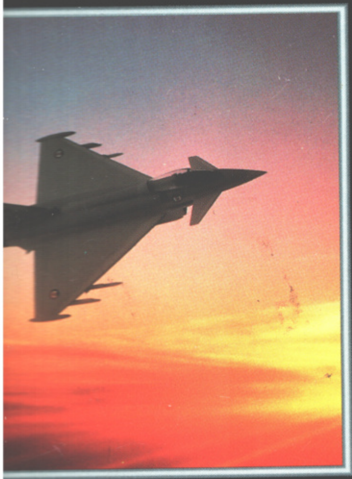
Take on the missions... fight for peace.

PC & COMPATIBLES · PC CD-ROM · AMIGA 1200 · CD32

DIGITAL IMAGE DESIGN ocean® DIGITAL IMAGE DESIGN

OCEAN SOFTWARE LIMITED · 2 CASTLE STREET · CASTLEFIELD · MANCHESTER · M3 4LZ · TELEPHONE: 061 832 6633 · FAX: 061 834 0650

F X



Tactical Fighter Experiment... the only choice worth making where state of the art flight simulation is concerned.

Take control of one of three of the finest aircraft money can buy:

Eurofighter 2000

Lockheed F-22

Lockheed F-117 Stealth Fighter

TFX... a simulation at the cutting edge of aerial combat enhanced by unprecedented in-depth research and authentic flight detail.

Take on the missions... fight for peace.

PC CD-ROM . AMIGA 1200 . CD32

cean

DIGITAL IMAGE DESIGN

EFIELD · MANCHESTER · M3 4LZ · TELEPHONE: 061 832 6633 · FAX: 061 834 0650

AMIGA POWER ISSUE 35 MARCH 1994

35

POLICE ON MY BACK

DON'T BUY AN AMIGA GA

AM

A MAGAZINE WITH *ATTITUDE*

Want to double your game playing fun? We show you!

Reviewed: Tornado, Dangerous Streets, Ryder Cup Golf, Maelstrom, Pirates Gold and more

Cannon Fodder – the best playing guide you'll ever read!

YOURS WITH ISSUE 35 OF AMIGA POWER

3 GAMES ON THIS DISK

STATIX

There's never been a Columns game balanced on a seesaw - until now!

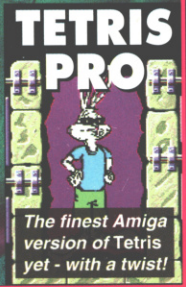
AMIGA POWER

disk 35

ARCADE POOL

Playable and rolling demos of Team 17's state-of-the-art bar-room simulator.

TETRIS PRO



The finest Amiga version of Tetris yet - with a twist!